



SEGA

SATURN

ISSUE 7

MAY 96

SEGA
No.1 for SATURN

£2.75

M A G A Z I N E



SONIC & TEAM

Nights

SEGA UNVEIL
THEIR MARIO 64 ATTACK PLAN!
**YOU CANNOT AFFORD TO
MISS THIS AMAZING GAME!!!**



VIRTUA FIGHTER 3

The lowdown on Model 3!

EURO '96

It's the only football game
you'll ever need!

LOADED

Gremlin's premiere blaster
comes to Saturn!

NO FREE TIPS BOOK?
SEE YOUR NEWSAGENT!

**PLUS! DIE HARD TRILOGY PANZER DRAGON 2 SEGA WORLD 3D LEMMINGS
DISCWORLD X-MEN GUIDE WIPEOUT DEFCON 5 AND MUCH, MUCH MORE...**



PHOTOGRAPH BY JAY ZIGOUZIS FOR USA

THE BLACKHEADS

OUT NOW ON TAPE.



IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE,
CHECK OUT NEW **OXY BLACKOUT**. IT HAS SPECIAL STICKY TAPES
THAT **LIFT OUT BLACKHEADS** GENTLY. **BLACKHEADS? OXYCUTE 'EM!**



Turn to
page 30
NOW!

**Lazy days
and
hardcore
Nights!!!**



SEGA SATURN

M | A | G | A | Z | I | N | E

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PLUS!

X-MEN GUIDE 82

All the moves plus access to secret characters!

WIPEOUT GUIDE PART 2
How to conquer those tricky later tracks!

VIRTUA FIGHTER 2 MASTERCLASS 88
The final installment!

TIME ATTACK 74
Are YOU in this month's top ten?

COVER STORY

NIGHTS 30

This month, the original Sonic team unveiled details of their first Saturn release and their greatest game to date! Naturally, SEGA SATURN MAGAZINE was there to scoop the WORLD EXCLUSIVE! Then to party with MDW, we take the lowdown on what will undoubtedly be the biggest and best game of the year!



SHOWCASES

EURO '96 36
Finished just in time to turn life with lifetime jockey championships, this features all the teams, all the draws and may even hold predictions for the overall winner - it's that good! We reveal the final improvements added to the title and bring you the exclusive review tool.

SEGA WORLD 40
Sure, you've all heard of Sega World, but this is no ordinary arcade, buddy. This is the future, where all the rides are coded out in cyberspace and everyone has to wear a funny space helmet thing. And no, this isn't just wishful thinking, it's true, and it's taking over the Trocadero centre in London in just a few months! We have ALL the details!

LOADED 44
Converted from the top PlayStation hit, Loaded is a Goulet for the graphic-ficke nineties shoot 'em up fan. It has music from Pop Will Eat Itself, graphics from a 2000AD artist and more blood than an average cattle farmer's abattoir. Six pages of death, blood and psychopathy!

DIE-HARD TYPING 50
If you think that a new-to-movie conversion is just a subtle nod to the movie, then this should be just the title to change your mind! Spending the entire die-hard series, this packs in explosions galore, high-speed car chases, and plenty of gun-toting madness, across three completely separate games. Oh and there's Bruce Willis as well, of course.

OCEAN FEATURE 56
Yet to release anything really meaty on the Saturn, Ocean have a whole bag of games on the way - among them a couple of real corkers. We bring you a few glimpses of wares to come and grill the game's programmers too!

PANZER DRAGON 2 62
Did you think that Panzer was one of the most original games ever? Think again. Creators Team Andromeda took most of their influences for the characters from a comic series known as Attack. We reveal just exactly which bits they sicked and why the original artist is so damned good!



SEGA SATURN NEWS

It's goodnight from him...

Hi solo readers, it's a lovely sunny day outside the SATURN MAG office, but personally I can't wait for the predictably freezing night time so I can go to sleep. Not because I'm a lazy git or anything, but because I want to join Nights and his lovely Nightgliders for a thousand frosts in the merry world of dreams. This might sound a bit odd, but that's just because you haven't seen how absolutely incredible Nights is yet. You know that feeling you get when you're flying in your dreams? Well that's what Nights is like, and anyone which ever doubted that Team Sonic would recapture the glory of their Sonic heydays shouldn't just eat their words, they should be force fed them until they burst their guts all over the floor. In fact, you should stop listening to my wild-eyed rambles and turn to our Showcase immediately, but before you go, remember that if you've got any points to make regarding the SATURN or our MAG, you need only write in and tell us. We'll love to hear from you, because we're sure you're all pretty and nice. See you next issue gentlemen, Kat.



WORK HAS BEGUN ON VIRTUA COP 2 AND FIGHTING VIPERS CONVERSIONS!

Japanese sources have informed us that AMa have commenced work on their next Saturn conversions, Fighting Vipers and Virtua Cop 2. Although hardly any of the game has been programmed in as yet, there are some basic outlines up and running and early work is said to be looking stunning! It's probably going to be a couple of months before any screenshots are available, but be prepared for some awesome unveilings come July time. By the way, the titles are both scheduled for release in around November, and as soon as we can bring you some shots of either title, you can be sure we will.



For up to the minute VFS news turn to coin operated NOW!



SATURN GETS QUAKE

If you're one of those lucky people who own both a console and a PC, you'll no doubt know that the whole PC community is currently going bananas over it's new title, Quake. Although it's based around the original Doom, the game has moved on both in terms of graphics and gameplay, featuring massively detailed sprites and a substantial increase on the gore counter. Luckily, the game will be coming to Saturn in little more than two months after the PC release and according to us software will be little more than a straight port from the original version. What's quite bizarre though is that Quake could end up on the shelves before the much hyped Saturn version of Doom does - which kind of makes the latter title a bit pointless really. Then again, if just releases are anything to go by, the game is bound to slip by a few weeks at least. Who knows. We just wish that it would release some bits of the much-hyped Saturn Doom to prove to us that it really exists...



FOOLED YOU?

Hopefully you will have noticed the recent price drop in the Saturn from £399 to £299 a special offer which ran for just three weeks in April. This offer was initiated to entice loads more first time machine buyers and seeing as the £399 price tag makes the Saturn 320 cheaper than the PlayStation this strategy should have been hugely successful – at the time of writing, the campaign was only a couple of days in, so there were no figures available. However, the recent price slashing in Japan with the Saturn mark 2 was hugely successful. The new white model sold a staggering 30,000 units in just four days and is currently sold out. Obviously with the new cheaper model Sega of Japan can afford to make staggering price cuts. The new machine went on sale at just £125! Although it's thought that the arrival of the new model in the UK could spell another permanent price drop, although you may have already bought a Saturn, don't be disheartened by the news – more new Saturn owners means that more developers will be willing to create new titles for the machine, which ultimately means more choice for the consumer. As soon as we get any firm details concerning permanent price drops, we'll let you know.



It's the brand new Saturn! You can't buy it here though – actually you can't buy it anywhere – it's sold out!



Sega's best news: Andy Woo states off the Saturn's new price point. Will it help? Let's hope so – this new, lower price could be the turning point for the machine's success!

A DES-CENT CONVERSION

Another title that seems to be keeping a bit quiet at the moment is *Descent*. However this is still on the way and now that the PlayStation version has finally hit the streets, the programmers can turn their full attention to the Saturn version. We'll be bringing you a full preview next month, but in the meantime here's a few screenshots to peruse.



WIN!

The first UK copies of Panzer Dragoon 2!

Yes, these lucky readers will receive a copy of *Panzer Dragoon 2* by simply answering the following question:

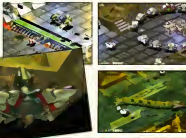
Which programming team were behind the development of *Panzer Dragoon 2*?

Answers via e-POSTCARD to: GAMES PEOPLE, SEGA UK LITERARY MAGAZINE, PO BOX 1007, 30-32 FRABINGDON LANE, LONDON EC3R 5JL. Entries must be received by 20th April, and the first three correct entries out of the bag will receive a copy of *Panzer 2*.



IT DEPENDS ON YOUR VIEWPOINT

Although SA seem to have done very little to establish a name for themselves on the Saturn, they are starting to have a whole bunch of games ready for release in the early summer months, among them Space Hulk (which we reported on last month) and Viewpoint. Already released on the PlayStation, this 3D shoot 'em up was criticised for being incredibly difficult and unfortunately, the action suffered from slowdown on some of the levels. However, the actual game was brilliant and in addition to the classic gameplay, it also featured stunning graphics. SA have always promised that they would release this on the Saturn, but have taken the title back to the drawing board to work on the slowdown problems. The forthcoming Saturn version should be nigh on perfect and will be arriving in just three short months. Pics shown here are taken from the PlayStation version.



SATURN GOES RETRO!

Big sick because you can't play Namco's mascot on your Saturn? Well, you shouldn't be, these games are flying ancient. The whole point of a next generation machine is that it's, well, as next generationy as it possibly can be. But if you are a fan of game "classics" you'll be pleased to hear that Sega are recently working on a classic collection of their own. The as yet unnamed collection will feature arcade titles Space Harrier, Afterburner (both of which appeared on the 32X) and Outrun, with all of the titles appearing just as they did in the arcades of those years ago. Arcade fans should be particularly pleased to finally get hold of Outrun, which has never appeared in an arcade-perfect before on any console before - it's also a title which Saturn owners have been requesting (demanding) ever since the supermodel was released. There's an pic from the forthcoming home version as yet, but as we said, expect arcade perfect conversion on the import some in a month or so.



SEGA SATURN MAGAZINE'S RECOMMENDED TITLES FROM THE LAST THREE MONTHS

1. SEGA RALLY

Still doing reasonably well in the CD charts, this is just about the ONLY racing game worth bothering about at the moment

2. VIRTUA FIGHTER 2

Most gamers will already have this in their collection, but if by some chance you haven't bought it yet do so AT ONCE! You'll be amazed at the huge leap in technology since V1 and Exotic!

3. THUNDERHAWK 2

Easily the best air combat game on the Saturn - guaranteed to have you playing into the small hours

4. FIFA '96

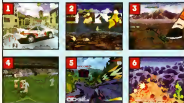
May not hold up to well against forthcoming football releases, but for now this is the best of the bunch

5. WIPEOUT

Very different from the handling in Sega Rally but still a great racing game nevertheless

6. WORMS

Sure, it's not to everyone's taste, but even so, this is a hugely addictive and entertaining title



IT'S A RIPPER

Following the avalanche of recent PC to Saturn conversions, this month sees the conversion announcement of Ripper, scheduled for release on both the Saturn and PlayStation in the summer months. This creepy adventure slams cool hip cat Christopher Walken as a private detective on an assignment to discover the culprit behind a spate of gory murders. In fact, seeing as this features so many top names from the Hollywood biz, it's just about as near to a film as games have ever been. Actually with its abundance of gore and stomach-washing interludes, this could rank among one of the best 3 movies ever made! More news as soon as we can show something solid on the Saturn version, but in the meantime here's a couple of pics from the PC version



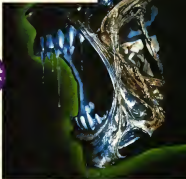


ALIEN TRILOGY IS COMING!

If you're worried at the distinct lack of Alien Trilogy coverage in the last few months, don't be too disheartened - the Saturn version is on the way and shots should be appearing soon. The reason that nothing has been shown on the game so far is that developers Probe are busy adding more to the gameplay - more levels, better graphics and more impressive special effects. And before you go thinking "yeah sure, I've heard all that before", it's true! Probe could simply port the code straight across to the Saturn but are determined to bring a much better game to all Saturn owners. So for once, you'll do better out of waiting an extra couple of months!



Red makes himself for another hard day at the SATURN MAGAZINE office.



HMV CHARTS

Week ending April 1st, 1996



	Title	By
1	Wipeout	Sega
2	Virtua Cop (game and gun)	Sega
3	Wipeout	Sega
4	BatOh Arava Tokusenden	Sega
5	Sega Rally	Sega
6	D	Accolam
7	F-1 Challenge	Sega
8	Virtua Fighter 2	Sega
9	Daytona USA	Sega
10	Mystic: Realm of Lore	Sega

SATURN MAGAZINE CHARTS

1	Patton Dragon 2	Sega
2	Kuro '96	Sega
3	Virtua Fighter 2	Sega
4	Street Fighter Alpha	Virgin
5	Wipeout	Sega
6	Wipeout	Sega
7	X-Men: Children of the Atom	Accolam
8	Sega Rally	Sega
9	King of Fighters 95	SNK
10	Boku Boku Animal	Sega

READER CHARTS

1	SEGA RALLY	Sega
2	Virtua Fighter 2	Sega
3	Virtua Cop	Sega
4	Firestorm	Core Design
5	Rifta '96	EA
6	Hang on	Sega
7	Worms	Ocean
8	Daytona	Sega
9	Digital Pinball	Sega
10	Virtua Fighter	Sega

Send in by Probe
Reviews of Levels
Follow a game to see
the way to go!

If you would like to see your chart features, send in your top ten to READER CHARTS, SEGA SATURN MAGAZINE, PEORY COURT, 38-39 BARRINGTON LANE, LONDON EC4R 3JU. Anyone who has their charts printed will receive a game for their troubles!

THE DEVELOPMENT

Now that Gremlin have their Saturn release plan up and running, they already have a host of games almost complete – most of them should be out within the next couple of months, and among them are a couple of top releases.

For everyone else though, things are a bit quiet. However, take solace in the fact that Sega have a whole bunch of A+ titles on the way for the next few months – for a sneak peek of things to come, take a look at the Nights showcase on page 30!

BAD MOJO

DEV: ACCLAIM RET. DATE: TBA

As it takes were a little reluctant to announce the release of Bad Mojo, as they were unsure of its suitability for Saturn, but after unveiling the PC version to a host of excited media last month, they realised that it could be one of the most original products that the Saturn has ever seen.

Played out in a Myst style environment, the game is set in a Dickensian-infested apartment block where various nasty characters are all thrown together to make the best of it. However, the tenant has come across a rather large bundle of money and is about to make a run for it on to a better life. However, after checking on his most precious possession – a beetle-shaped rocket – he is sucked into another world – the world of the roach. He must now make his way back to humanity by solving hundreds of puzzles – all presented in the most disgusting, filthy way. Acclaim are proud to announce that to get through this game you really will have to take on the persona of a cockroach. Both thinking and acting as this most feared of insects would. Let's face it, since you'll be crawling through human waste, rotting corpses and some of the most vile apartments ever lived in, you don't really have much choice. More on this as soon as we hear anything.



Great over the rat's corpse to find a vital clue needed for progress in the game.



Stay away from the paint! Why? Because paint has the potential to kill a cockroach, and once they fall into it, they'll never be able to get out!





SLIPSTREAM



BY GUY WILSON

GET FREE! T&A

Did you think that Wipeout was the first game to attempt to put racing games into the future? Well, you'd be pretty stupid if you did, because Cyber Speedway was out last year and even though it was crap, it was set in the future. But futuristic racing games stretch back even further than the ultra-futuristic Cyber Speedway.

Early last year Gremlin developed a futuristic racer for the PC called Slipstream. Nicking much from Japanese style animation, a variety of kooky crazy characters line up in their special future vehicles to race in a number of different environments, ranging from sun/forests to glaciers. It all looks quite good actually although its success in the light of top titles such as Wipeout may be fairly modest. Slipstream has been signed up for a definite release in Japan, although an appearance over here is still being discussed.



You take control of a super-fast space ship and races take place in mythical space-like surroundings. But don't ask me what these credit cards are for, because I don't know.



See, it is like Wipeout, is a fancy kind of wip, actually.



GEARS AND GUTS

BY GUY WILSON

GET FREE! T&A



Yet another Gremlin release announcement this month, although this time it's an original title and not a conversion from another console. Gears and Guts is basically a Super Off Road Racer for the nineties, which means that you'll be treated to some brilliant graphics and a more realistic play area too.

There's not much information available for the actual levels at the moment, probably because they haven't been created yet, but the tracks will feature realistic texture mapping and each car will feature different suspension - actually, each wheel of each car will feature a different suspension.

Anyway, as we said, not much to see of this one yet but as this is a completely original title, you can expect to see a much more up to date style of game than the mass of straight conversions which seem to be coming on the Saturn at an alarming rate at the moment. Plus despite this being a multi-format release, each version will be specifically created with the platform's strengths in mind. Expect to see a preview soon.



Quite back here, we didn't mean it. Really we didn't. Oh well, here it your way.



There's not much going on here. That's because it's only about 20% complete.



BURN CYCLE

BY PHILIP S. HILKOWICZ



Now that the CD-i isn't doing too well (actually, it's never done too well), Philips are looking further afield for their future game releases. The initial result of this is that their full portfolio of games will be released on both PlayStation and Saturn in the third quarter of this year.

The first release to hit the shelves will be Burn Cycle: Philips' most acclaimed title to date, which features a futuristic cyber guy who has two hours to solve his own impending murder. Featuring film cuts and some of the most involving puzzle action ever seen on the CD-i (not exactly hard) this is bound to be a hit on Saturn in its full-paced and really good fun. Expect to see other Philips titles such as QAD (Quadrant aerial art of Destruction) following a couple of months later.



Hi another cyber babe who may or may not help you as your quest. It all depends what sort of mood she's in you see.



That's you, that is. You're going bald! And you're wearing a crap jacket!



Will those there pretty lady be able your girlfriend? Or be able the evening attempting to throw you off track?



This guy can offer you some pretty good advice if only you'd listen for a while. Don't worry, you don't have to meditate or anything.



A familiar scene from most modern nightclubs. Well, familiar as far as that goes anyway, if you look closely you can see him propping up the bar.



There seems to be an abundance of lovely babes in this game. This one appears to be participating in a washing powder advert.



ACTUA GOLF

DEV: GEMIN IN RELEASE: AUGUST

So far, Saturn owners haven't been too lucky when it comes to golf conversions - sure, there's been plenty of titles released, but all of them have been just about average and nothing more. But, it's not as if my console has been treated to a top golf title of late - most of them just seem to be poor PGA rip offs. But with any luck, that's all about to change when Gemin release Actua Golf on the Saturn in a couple of months. Already out on the Playstation, Actua Golf is probably one of the only titles that holds any acclaim at the moment, receiving go+ review marks across almost all magazines.

The Saturn version will be a straight port of existing PC and PSX versions and as such will feature incredibly detailed graphics, multi-angled viewing and multiple view replays too. And in addition to plenty of top golfing action, the action is all commented by legendary golf personality Peter Allis (ask your dad!) which in theory at least makes the action more exciting. Gemin are making fairly quick progress with this one and with any luck a review should make its way into the mag within the next month or two.



EXHUMED

DEV: BMG IN RELEASE: TBA



How'd Duke Nuke? Well, this will set you back 'em up in doing the rounds on the PC at the moment and has received quite a lot of positive press from most PC mags. Unfortunately, there's no news of Duke coming to Saturn, but Exhumed, a kick 'em up using the same engine as Duke Nuke is being converted. So that's alright then.

Lucky despite using the same game engine the title's plot is very different indeed. Set in Egypt (ancient Egypt that is) the object is to pillage Pharaoh's tombs whilst battling against supernatural

forces which are determined to keep the tombs sacred. Luckily there's still plenty of gore, something of a necessity for these types of games and there's loads of brain bashing prizes to vanquish too. Unfortunately, there's no playable version available as yet, but BMG are hoping to release a playable UK version within the next couple of months.



Open! It all looks a bit scary to me.



I don't remember any very nice characters being out of action, tanks and making it through to death. Oh well. Maybe I've been watching the wrong programs on TV.

COIN OPERATED

In last month's issue we mentioned the arrival of the much anticipated *Virtua Fighter 3*. Since then we've heard quite a bit more about the game, including its latest competitor *Aoi*. Sit back and let your jaw drop at this amazing arcade beat 'em up. More next month!

VIRTUA FIGHTER 3 IS FULLY REVEALED!

Although we brought you the first news of VF3 last month, we're pleased to report that the game has come on its knees and boards in just four weeks. Several characters are now moving and some can even perform their fighting routines. The running demos shown to Japanese press were confined to be running off the new model 3 technology and with the use of this new board, Sega will be making huge leaps in the appearance and playability of their already top-of-the-range arcade machines. Basically if you're into arcade games, Model 3 is going to change your life!

AM2'S SHOCK ANNOUNCEMENT!

Why is it going to change your life? Well, the answer is both horrendously complicated yet astoundingly simple. There's a tonne of technical explanations for the groundbreaking visuals of VF3, but all you need to know is that this is the smoothest, most visually stunning game EVER seen. Gone is the jerkiness of yep, brother as arcade boys struggled to cope with zooming effects. Instead, there's super-smooth movement from every angle with hugely detailed faces and complete fluid movement in all the characters. Believe us, there is absolutely NO WAY that any other arcade developer can touch this at the moment.

However, what's probably more interesting is the announcement that AM2 are still to put the texture mapping on to the characters. (eg. all the demos seen so far feature zero texture mapping - instead the characters were created using a build up of polygons and Model 3's glow shading feature. Blamey imagine what it's going to look like when it's finished!

VIRTUA BACKGROUNDS

This month, even more player stages have been unveiled! Here's all the info on the new stages for the game.

NOI STAGE(?)

Set in a bamboo forest where you're a tiger. The ground is white as it is snowing and is rocky with a cliff face on one side.

JACKY STAGE(?)

Timmy's sibling's stage takes place in an office building site. The sides are made of glass and so is the ceiling and the floor! And guess what? They are truly transparent!

PHI STAGE(?)

Remember the second stage with the escalator on the expert level of *Virtua Cop*? That is exactly how Phi's stage looks! And that's about all we know about it at the moment. I'm afraid, but escalators, strange eh?

LAU STAGE(?)

Laolu's stage is an oriental garden with walls surrounding every side. The amount of detail evident on the back wall of the walls has to be seen to be believed. The floor is covered in grass with a meandering stone path running through it.

JEFFERY STAGE(?)

The demo of Jeffery took place on a small tropical island. It looks like it came out of a Bowers commercial. Anyway, when the master fishermen performed a variety of stunts on the hapless lady, the realism was incredible! For instance, when lady was lifted from the ground, splashes of sand came off his boots!

THE LOW DOWN ON MODEL 3

STATISTICS

Graphics
1 million polygons per second
30 million pixels per second
30 million textured textures per second
70 and 700 shading
More texture shading
34 fewer polygons per second
Low resolution texture mapping
High resolution general shading
32 levels of transparency
Faded in out
4000 moving models
moving fog
blurring

SPECIAL EFFECTS

transparent
Four light styles
six point light
SPR 38 10000
Sampling rate 64/100
MIP x 2
MIP 10/10000 10-100, 54 rows
400



'I've just realised who Aoi looks like - 'Tokyo Blues'! Being given up on a pop career and given third of her life right, see that when she's decided to get rockin' with the VF crew



SAY HELLO



Left - some of the moves that Aoi is capable of. It looks like a home-styled form of karate.





Dural is looking better than ever!

Lots of lovely ring effect here!



IN TONIGHT'S MATCHUP...

AMA commented on each of the characters in turn at a recent press conference and for some, there's a few changes in store. Here's a quick rundown...

AOI: Not much information was released concerning the latest member of the VF family, Aoi. All that Mr Suzuki would give away was that when Steven Spielberg (Yes, THAT Steven Spielberg) recently visited AMA's Tokyo office to see her, all he could say was "Wow!" as he was completely gobsmacked!

JACKY: Jacky will remain very similar to the way he has appeared in previous VF games, although there will be much more detail on his face and clothes.

PAI: Pai seems to have matured substantially since the last VF game! Her facial features have become more pronounced, resulting in an older look.

LAU: The news on Lau is pretty much the same as Pai. He will look the same but more refined.

JEFFERY: Jeffery will look similar to the way he dies on the latest CG disc (see news) and it has to be admitted the detail is amazing. If you try to inspect the still pictures of the disc in an animated form, you're half way there.

DURAL: In a recent interview in a Japanese publication, the creators of the CG discs said, "That the graphics on the discs are the way for the future of VF series." This looks to be so especially in the case of Dural! The lighting effects on the CG disc stills will all make it into the game but AMA are not giving much away if anybody is interested in the Dural CG disc, it will be on sale (import) from the start of March.

TO THE FUTURE!



Can't see plenty of Jacky? Aoi's here! They are a pair of the infamous 'tuffie' crew...



Dural, a fan of Massimo and the old games, likes to go for the old school One-Two...



Aoi's Aoi gets down to the classic One-Two. She's been style with her happy clothes. Dural!



Virtua
Fighter 3



BY	PSYCHOZIS
STYLE	PUZZLE
RELEASE	TBA

Thought you'd seen the back of them did you? **Ha! Ha! Ha! No!** They're back, and they're **more irritating than ever**. This time their suicidal exploits take them into 3D territory. Get those **green wigs on**.

Deah. The undiscovered country. And lemmings, its most wild explorers. Together they make a really lifeless team, ready to do whatever it takes to achieve a state of non-being. As fun as this might be to watch and as admirable as their instinct for collective sacrifice may appear, you are nevertheless required to thwart them from leaping forth the dabbles, and ensure they are all returned to their homes safe and sound.

Such a task had been frustrating and infuriating lemmings' decision for years now and it doesn't look like Saturn owners are likely to escape. In fact for them things could be even worse. Rather than your regular 2D lemmings where the little fat balls move flitzy across the screen left and right, the 3D bit (outside world) is tested to a further dimension just to make things even confusing. 3D lemmings retains all of the principles that went to make

“ In 3D the suicidal rodents can wander back and forth into danger, as well as left and right, not to mention the fact that in a 3D environment it's much easier to lose track of where they all are. ”

the game such an addictive success in the past, but turns up the heat by forcing players to think in 3D. This might not seem like such a big deal, but remember that in 2D the suicidal rodents can wander back and forth into danger as well as left and right, not to mention the fact that in a 2D environment it's much easier to lose track of where they all are.

The roles that you have the omnipotent power to bestow upon the lemmings are largely unaltered from previous games. Among them are builders who can bridge any death-reducing chasms, blockers to keep them all in a tidy pack, diggers for tunnelling under objects that cannot be traversed any other way and so on. There are also a couple of extra tasks that can be assigned to your lemmings. A tunnel lemming will alter the direction left or right according to how they are instructed. This is an essential addition as



everything's now in 3D. Another new role is actual lemming. This is where the player actually gets a lemming's eye view of the proceedings enabling them to study problems up close and see just where he and his charms are encountering certain death situations.

The 3D element also means that the control method has altered somewhat. Players now have to get to grips with availing camera perspectives situated not at those different heights, taking in the entire structure of the arduous and confusing terrain.

3D Lemmings features four different standards: fun, tricky, boring and nightmare. Additionally there is a practice feature which gives players the opportunity to try out all of the different lemming uses in simple, demand-topaz puzzles.

Lemmings has had a habit of making almost as many enemies as fans. It's the kind of game that tends to induce extreme reactions in people, especially when they spend hours trying and failing at a particular puzzle. But those with knack for the kind of game should beware because this is shaping up to be the most addictive in the Lemmings series yet.



The lemmings exploit the stone structure along with the specific door.



Being 'virtual lemming' you get a lemming's eye view of life in a tunnel.



When the lemmings get across the bridge you'll want to explore a tunnel to ensure that they go left. The numbers under the lemming icons tell you how many you can see.



3D

Lemmings

Prepare to get very irritated indeed!



Order or chaos? Messing or maddening? It is contemplation of freedomlike such as these that have driven the lemming species to oblivion. Either that or they're just pretty dumb.



There are absolutely loads of different landscapes to traverse in 3D Lemmings. The latter ones get very complicated indeed.

Things outside the castle look harmless enough. Don't expect it to stay like that for long though.



When you're inside buildings you'll have to spend quite some time on a virtual lemming in order to figure things out.



Oh yeah lemmings? You can kill all the gaddys. With all this 3D goodness, each of the lemming roles has much more to offer. The hidden boss fight is as good as that his platform are consider anti-gravitational. It's the future you want! And the future is now!



BY	PSYGNOSIS
STYLE	RPG
RELEASE	TBA

I

If you're someone who frequents book stores you may have come across Terry Pratchett's *Discworld* books. They all have colourful cartoon covers and these are loads of them lined up on the shelves. They use a sort of

sixth form hobbyist kind of humour which is full of lots of clever puns and ironic twists and not really all that funny. *Discworld*, the piece, is a universe sealed in a dome and popped up on the back of a cosmic turtle. It's with this kind of wackiness in mind that you begin your adventure as Rincewind, the wizard apprentice, who has to prove his abilities by riding the *Discworld* city of a dragon that's been terrorising the populace. This might seem simple enough, but setting off from the uncertainty it quickly becomes apparent that the quirky behaviour of the Arch Chanceler alone means this is going to be a more than complicated task to accomplish.

“ As you move further and further into *Discworld*, the surreal nature of things begins to make itself more apparent, what with dragons existing only to those who believe in them... ”

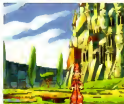
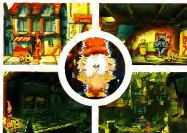
Nevertheless it all makes for the fertile RPG territory that ensures involving hundreds of different characters and not a few puzzles that spread right across the diverse medieval city. To maintain the humour a lot of the characters have familiar voices accompanying them. Rincewind is played by Eric Idle of *Monty Python* fame and there is also the likes of Terry Robinson (*Baldrick*) and Jon Pertwee (*Dr. Who*) popping up to play a variety of voices throughout the game. There is a lot of dialogue in *Discworld* most of which uses the Terry Pratchett style to full effect. To progress through the game you're going to have to listen closely. The clues characters offer are often cryptic and you'll also need to weigh them up against the

Pygnosis are going for the hatrick. After *WipEout* and *Destruction Derby* they're changing the pace a bit with *Discworld*. Take your foot off the accelerator and prepare to don a wizard's robes in this in-depth RPG that takes you into the bizarre world of one Terry Pratchett.

kind of person it is you're actually speaking to. This is why Rincewind is given a number of speaking modes. Kind of like real people if he is finding someone a bit obnoxious he can go for an angry tone of voice, or if he wants to get hold of some info he can greet them jovially and go on to ask a question.

As you move further and further into *Discworld*, the surreal nature of things begins to make itself more apparent, what with dragons existing only to those who believe in their secret Masonic lodges and the magic of time travel being discovered in the university library. At Rincewind's side through all this is his faithful companion, a luggage chest that thinks it's a dog. In it's lands, like inwards he keeps the many things he collects on his travels.

Discworld first put in an appearance on the PC where you'd think its in-depth RPG style would be most at home. Its conversion to the PlayStation has over proved that there were enough console types out there who liked the idea of it, and whether you're a fan of the books or not, the epic size and complexity of the game is bound to attract a following on the Saturn. This will be the third Pygnosis title to arrive in recent days following on the heels of *WipEout* and *Destruction Derby*. Different as *Discworld* is, they'll be hoping for an devoted a following as these two racers have acquired.



Rincewind stands in the gardens of the university. It is from here that his adventures begin. But first he must discover the magic spell to open the university gates. Once he's managed that, the whole mystery of *Discworld* opens up to him with the promise of riches, fame and a new wizard's dress.



Discworld

Arrival of the wacky *Psygnosis* RPG.



There is no end of things that *Discworld* will stash away in its inventory. All of them are essential at some point or other.



The wobbly figure of *Discworld* below is one of the side effects from entering I-space.



Discworld traverses I-space. This is illustrated in the library and it enables him to travel back and forth through time.



The old man in the purple is in possession of a staff that *Discworld* needs to get his hands on. When he's found the broom it becomes a useful method of swapping sites for the others. All of the characters are happy to stop and chat and doing so is vital for useful clues.



The monkey in the library is the library. It is also the start of a long running joke in *Discworld* about a monkey cart or something.



BY VIRGIN
TYPE SPORTS SIM
RELEASE JUNE

It is one of the **eternal mysteries**. A sport that in this country has about as much popularity as **small bore rifle shooting**, yet seems to attract many followers as a sports sim. Yes, that's right! **It's ice hockey!**

Icce Hockey is not the kind of sport you tend to think about as summer approaches. Water skiing and tennis maybe but not ice hockey. In fact, ice hockey isn't a sport we in Britain tend to think much about anyway. Attitudes towards it tend to be the same as those for British basketball. We're crap at it so who cares. Sports sims though are a different story. Ice hockey has always been popular on the Megadrive, what with EA's annual series among others. As a game it's an excellent opportunity to get involved in some full-scale nacks and show a bit of skill at the same time. Sega's NHL Hockey is the only ice hockey sim to put in an appearance on the Saturn as yet. It earned a fairly respectable 78% in issue 1 of Sega Saturn Magazine.

Competition arrives in the shape of Powerplay Hockey from Virgin. Ulaa NHL, it too carries with it an

“ Powerplay Hockey makes the most of the latest technology on offer, using advanced motion capture to make the action as realistic as possible ”

official endorsement meaning that all of the genuine American hockey teams and players are included, along with the traditionally epic range of stats. You won't know who any of them are of course but that's beside the point.

Powerplay Hockey makes the most of the latest technology on offer using advanced motion capture to make the action as realistic as possible. All of the player's moves are derived from actual film footage. In real terms this means that the characters slide and glide with just the right inertia and the animation of shooting, turning, turning etc. is precision itself. To make the game logic as intelligent as the graphics are slick, Virgin has employed sophisticated AI (Artificial Intelligence) that adjusts players to every possible situation. Be it an attack on the break, a frantic defence of goal or even a nack.

There are a variety of modes in which to play the game. You'll probably want to start off in coaching mode which allows you to organise the line up and tactics that suit you best. There are four other modes to choose from: head to head, pro-season, full season, playoffs and a world tournament where players actually get to control international sides. Needless to say, there is the all-important replay facility which moves through 360° enabling you to watch the action at any angle in order to clear up those arguments about who



Expect to see plenty of fights breaking out, especially when you choose to play without any of the rules.



threw the first punch.

The test is as they say ice hockey which means two teams of five a side playing four quarters, a goal at each end, a pack, the face off lots of padding and plenty of violence. And if you like things really rough you can always play without any rules. What's more, Powerplay Hockey can accommodate up to six players simultaneously with the help of a multi-player adaptor, something sure to make it ideal for a spot of gang warfare with your chums.

Powerplay Hockey is due for release in June. We'll get the review to you before all the ice melts.



Over the ice starting? If you have you'll know that this guy is demonstrating the beginners' 'clap to the edge' technique.

Powerplay Hockey

Get your ice skates on!



All of the American NHL teams are in there.



Two of the teams prepare to face off. The ice official is on hand, right down to the ultralight skates.



All of these slick techniques involving baring and so on can be used in matches.



BY **EMPTED**STYLE **PINBALL**RELEASE **JUNE**

The revival of rock opera Tommy could see a resurgence in the popularity of 70s arcade staple pinball. Let's hope it doesn't mark an upturn for **rock operas** in general though. **They're crap.**

Blowy, isn't the future exciting? One day we'll all inhabit run-down chaotic cities run by corrupt governments and organised criminals. Instead of regular jobs working in McDonalds or getting fish we'll all have to survive on the very margins of society, dealing in stolen data and cyber-weaponry. No more going down to the shops for us in the year 2044 AD. Instead we'll hop on to an outland motorbike and shoot the police as we bomb down to meet our shadowy contact who'll supply us with twenty Benlins, a box of matches and a Pot Neodic. And computer games will be so ultra-realistic they'll be indistinguishable from real life, just like Pro Pinball - The Web.

Right now of course Pro Pinball just looks like any common or garden super detailed 3D pinball

“ The plot of The Web concerns a ruthless cyber-future where you, the ball, struggle against the forces of fate to survive. Cowabunga! ”

sim - but in the future when it all comes true people will be amazed by how much like their own fraught lives the events depicted in Pro Pinball are.

For the plot of The Web (so far as pinball games are allowed plots) concerns a ruthless cyber future where you, the ball, struggle against the forces of fate (ie bonus ramps and dot matrix games) to survive. Pro Pinball reflects the futility of such a struggle with its scoring system - no matter how many points you get you lose all your lives in the end.

But in this unenlightened dark age people are still more interested in what the mechanics of a

game are like than how sharply it reflects the society which created it. So we'd better take some time to explain the nuts and bolts of the title. Basically Pro Pinball is, as the name may have given away a pinball game. But it's no ordinary pinball game, oh by the way no it's a pinball simulator. This means that instead of boring old 2D sprite graphics and a scrolling table it's a beautifully engineered three dimensional pinball table which is all texture mapped and everything. Because it's a 3D model it also means you can take your pick from a number of different table views. To suit your playing mood if you'd like to see close up so you can read all the bonuses and stuff you're perfectly welcome to. If you'd like a further out, more scale (or flatter) angle of perception you're equally well catered for. Heck it's depth even shows in the reflections on your steady ball. That's how finely crafted it is.

As if that isn't enough Pro Pinball is equipped, just like any decent modern pin table, with a dot matrix display in the backboard. An extension of the familiar dot matrix scoreboards of yester month, these new fangled inventions also display one colour graphics in their grid-like folds. Not only does this give you graphical incentive and representation of the various sub-games (knock down stop targets to destroy enemies and so forth) it also gives rise to rudimentary mini games using the left and right flippers to aim guns (or whatever) as the ball takes a well earned rest.

The screenshots in this preview attest to the quality of Pro Pinball's visuals, and the title caused a minor stir upon its PC release last year. However it's a wee smudge too early to judge how it's going to play. There's only one table, which is unusual for computer pinball tables these days, but it's obviously taken a lot of work to produce. Only time, and our review next month, will tell whether Pro Pinball is ace or not. But given that we're feeling charitable, let's hope it is.



This is a scary woman from the future. She's got the power of the internet in her hands. (Says, merr! Actually she looks just like someone we used to work with who Rob freaked



Lots of these shots come from the in-game slideshow which demonstrates the many aspects of the table. Otherwise all the pictures would look almost exactly the same and you'd get bored



Pro Pinball the web

You'll need balls of steel to play this



TABLE VIEW



The light power flares. Very awesoming. From the darkness. Comes light power. Well done this. Yes.



This is the table itself. In all its glory. As you can see, it looks lovely. But it doesn't sound or anything so it makes dull screenshots. It looks better in real life, honest.

PIN THE CITY

The music for Pro Pinball may be of interest to fans of ageing punk bands. It was in fact written by Bruce Forster (ex The Jam) and Mike Burns (ex Little Feat). Both are avid games players who hope they have "found one more game from the bygone of the Spectrum style beep beep beep... [yes, they really did say that]. Paul Wilton was sadly unavailable for comment.



Not of course, the game is called The Web, so you've got to love spiders.



Oh! It's a scary spider! Spiders will eat to the future, because they're radioactive proof.



By Thomas Elias, "King of Tights" GP racer. But he's still in it! Had to return to press we're not lying!

RETIRED RACER WRITES

THOMAS ELIAS
I have always considered the Sega products to be very good and I own a Sega Megadrive, a Sega Mega CD and a Sega 32X.

I recently bought a Sega Saturn system and have some games for it. Well I have Sega for "Thing in the Night" GP motorcycle game. It took a bit of practice, but well worth it. So far I've completed the GP Three Trials and all the cups. I love that extra "moon like" (I think that way), also completed Enhancer and place every track only to find if you jump. Start you can play Mirror Model! Some people just don't know when to stop! And I'm glad, I wonder if there's anything else I'd love to visit and see. Please try and do another GP. I hope so, "Thing in the Night" GP had me sitting on the edge of my chair and gave me quite a fright! It's fast, it's fun, it's wicked and I had to keep playing until I fell! I can't make up my mind if it's snailish or UFOs in the replay—please tell me. Thank you all very much for your GP motorbike game.

I may add I have getting on for 50 Megadrive games apart from the other Sega Systems.

I am, etc, yours truly,
(M) D M Thomas, Barnetgate

You should try it with the Arcade Race!

WHY I'M A RENT BOY (HA HA)

DEAR SATURN MAGAZINE,
Does anyone else think the same as I do when you come with "Sonic 3's Worst" Having now experienced the game by hiring it from a local videogame rental store, it occurred to me that it is in fact just an updated version of a game called Gorrilla (a PC QBasic game that was handled with MS DOS years ago) where two ages stand upon randomly sized cylinders and hit explosive bananas at each other after specifying angle and velocity. What an incredible coincidence! Luckily I was able to, as it were, try before I buy and found that, although Worms is a reasonable game, I'm loathe to part with Zap for it—although I wouldn't hesitate in hiring it again as I did particularly enjoy the humour. I trust the integrity of all your reviews and eagerly await every publication (keep up the good work—yours is the best Sega magazine around), but it's for the "loser" releases that ones under 10k or 100k (about that I had myself hiring games because...

I'd stop me getting bored with the few I do own (God forbid!) a sense of the rentals are amazing in their own little way (Myth/WS Banquet) I'd like to avoid the (any) (I) (Banquet) for instance... not being up!)
Lastly, 4.99 was well worth the asking price for the three 3 discs disc. I hope to see a few more discs heading our way for, as I've indicated, I wish to push to see and find something better I shall not my hard-earned pounds. Hence I rushed straight out and bought today on its release!
Thanks in all of 32X from
Nathan Smith, Burg St Adelaide, South.

Well that's that settled then.

NICE TRY

DEAR SATURN MAG,
Why doesn't Sega bring out more of their bigger 32X titles on 32XCD instead? This would surely encourage people with 32Xs to buy a Mega CD, and people with Mega CDs to buy a 32X. Sega would still have more of both machines; CDs would be cheaper to manufacture than cartridges; the games would be of higher quality and everyone would be happy. Or are Sega perhaps afraid that a 32XCD version of Virtus Fighter 3, for example, might be a little too close to (or maybe better than) the Saturn version?

PS Regarding your Nov '95 issue: Your preview video was "available overseas, sorry"—and I think it, thank you.
Ryan Anderson, Armadale, NSW, Australia

HELLO! I'M WRONG!

DEAR 32X,
I am writing to you about three things. Firstly, it is true that AMI won't be covering Mega TT to the Saturn because there aren't enough tracks! If so why don't they just use tracks from Daytona or Sega Rally, also if you complete the tracks in a certain time, you can select Sonic to race with.

Secondly, what percentage complete is the Saturn version of Doom, and will it have a two-player link-up mode?

Thirdly, why don't Sega and Sony make an adapter for the link-up cables so you can play a two-player link-up game, only with a Saturn and a PlayStation linked up.

Fourthly (Dahl - 32X), in the Sonic Eight-bit game (British version), how about if you complete it on a certain setting eg EASY you get to play Sonic 3, MEDIUM, Sonic 3, HARD, Sonic 3 and EIGHT, Sonic 3, Knuckles.

Sorry about going on a bit, I am a devoted reader of your mag and thought I would write something sensible instead of some of the loads you normally receive AND print.

Andre Huester, Grandpierre, N Ireland.



It's not "Thing in the Night" GP Race, it's... it's much better than that.

About three hundred years re-programming all the Sonic games to make extra bonuses for a beat 'em up! Of course! God Anshu, you're a genius.

LET ME TAKE YOU BY THE HAND AND LEAD YOU THROUGH THE STREETS OF RAGE

DEAR 32X,
I am not writing to you as a regular reader, but your mag is just so brilliant, so well yes, it's miles better than other mags which are so poor. Now then, the reason I am writing to you is because I've read an idea, I wonder if Sega would give Sonic the Hedgehog with ATTE and the hand leads from the Streets of Rage games a little for the mighty Streets. You see, Sega could bring out compilations of the previous Sonic and Streets of Rage games and then a whole new game (clapped on as well with juicy 3D graphics, new characters, wild music and hilarious sound FX, and cheats to play hidden characters, bosses and old characters eg Adam, what happened to him?

Oh and don't forget the FMV sequences and sound tests.
Now I know that this project would cost, but it would be worth it as it would still a whole heap of Saturns not to mention millions of copies of the software.
Love!

Sonic the Hedgehog and Streets of Rage games are classic, and always will be classic (which is the definition of classic, really—32X).

So could you ask the mighty ones at Sega HQ for their opinion, because I'm sure that there's billions of gamers young and old who may think this idea is excellent.

Yours faithfully,
Jonathan Gemma, Avonley Green Place, Leeds, W Yorks.

We've been legal would have to determine on when it's printing, please contact us around SATURN MAG. But our mate Alan was out of the office when we were to ask him, so you'll have to wait until next month when he'll be back.

Q & A

Great philosophers through the ages agree that questions are far more important than answers. Wisest is s/he who knows that they do not know. Well, we're not all that wise so we've got plenty of answers to your questions, large and small. This month Sega's very own Mark Maslowicz, the guru on what goes down in Sega Europe, does the answering. Keep up the questioning and send them to **THE BIG WHY, Q AND A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.**

DEAR ISA,

- Please could you answer my questions
- 1 When will Ultimate mortal kombat 3 be released on the Saturn and will you do a brilliant playboy guide?
 - 2 Are these games coming out on the Saturn Doom 2, Metal Super Heros, Resident Evil, Symbolic Wars and Virtua Cop 2?
 - 3 Can the Saturn handle transparent polygons because on Wipeout the shields are crap
 - 4 Will Virtua Fighter 3 be released on the Saturn and do you think it could handle a decent conversion?
 - 5 Can you be Noah Sabot and the original Smiler in Saturn MK3?
 - 6 How do you do your 13 hit combo as the largest I can do is a six hit?
 - 7 Your first cover disk was brilliant. What games will you put on your next one?

(Name and address not supplied. Not bad.)

- 1 Fine. No doubt we will. 2 Give Doom a chance. 3 Well not sure. No. Yes. 3 Progressors are already finding ways around the current problems. 4 No news as yet. Not even in the arcade. 5 No and no. 6 We're not selling. 7 Undecided as yet.



Not ready for the superb Euro '96. We want to know something about it! Check out our database and review.

J'ADORE LE FOOTBALL

- DEAR SATURN MAG,
- Please will you answer my questions. Thanks
- 1 Which football game looks most impressive on the Saturn?
 - 2 Should I buy Wipeout or wait for Intero TT?
 - 3 Are there any free no games planned for the Saturn?
 - 4 Should I buy Ultimate MK3 or X-Men?
 - 5 Which will Scorcher be released?
 - 6 Please put these games in order: Euro '96, Wipeout, Stage, Carpet and Ultimate MK3.
- Thanks for your help and keep up the good work on the mag

Gareth Leachall, Ipswich, Suffolk

- 1 Euro '96. 2 Wipeout. 3 Mario TT won't be out until at least March. 4 Yes. 4 X-Men. 5 Ask GT. We

don't know if Euro '96, Ultimate MK3, Wipeout, Magic Carpet

A BIG QUESTION

- HELLO ISA!
- Please could you answer this one big question
- 1 My friend buys a different machine to me (PS2) and he tells me that on the Saturn machine there is a hidden game. All you have to do is play either Daytona (which I've got and love), Clockwork Knight or Victory Goal on the Saturn CD screen all the way through (viewing the music pitch left and right every five seconds. I did this twice taking 30 minutes each time and nothing happened. Is this true? And if so, could you print an idiot guide to do it myself. I can't get it to work. It seems to be a space shooting game.
- Thankyou ISA!

Dave Phipps, Gillingham, Kent/Essex

- 1 No, afraid you've been had Dave. It was an April Fool.

DAYTONUT

- DEAR SEGA SATURN MAG
- I Please tell me is it true that Daytona is going to be removed as it says in Saturn+. The unofficial mag's will only believe that if it is in your official mag. So please tell me I beg you. Is Daytona going to be removed so it looks as good as Sega Rally. Full screen to clipping? Please tell me if it's true or not. If so when will it be available to buy? Are Sega doing the right thing at all. They will be fools not to. Please tell me. Please print a statement saying whether or not Daytona is going to get a second chance. Please Please Please. Tell me

Chris, Scarborough

- 1 There have been many requests for a new Daytona and it is being considered but as yet there is no official announcement. We'll keep you posted.

TECHNO HEAD

- DEAR SEGA SATURN MAGAZINE
- I have 2 questions to ask
- 1 Will Sega be bringing an art package out for the Saturn because I think it has good potential for this?
 - 2 My friend says the PlayStation has a better sound chip than the Saturn. Is this true?
 - 3 Will Sega be bringing out a music pack for the Saturn where you can construct your own beats? Techne. Classical etc.
 - 4 If I get the words Sega Saturn tattooed on my arm, could I go into the pub and show everyone would you give me £2000

Nell Hughes, Kugby, Warwickshire

- 1 Unlikely. 2 No, the Saturn's sound chip is significantly better. 3 Unlikely. 4 We'll give you 20p and a pack of crisps

THE LOVER

DEAR SEGA SATURN MAG

Your mag is cool and I love you all. Please please please answer my questions.

- 1 I've been looking for a copy of X-Men every where and I can't find it. Is it actually out yet? If it is where's my best chance of getting hold of a copy?
- 2 I saw all that Wipeout gear in your last issue and I was wondering where I might be able to get hold of one of the T-shirts?
- 3 I've noticed that the PlayStation has been treated to lots of old classics on CD like Namco's Museum and Williams' collection. Is there anything similar intended for the Saturn?
- 4 In the last issue you showcased King of Fighters and explained that it comes with a extra cartridge. Does that mean that there could be games coming out that are even better than for another cartridge that stores more polygons information? You could have an amazing game game with that extra memory sure!

Pete Kinross, Kirby Benton, Norfolk

- 1 April 12th is the date we've got. Read the magazine dear boy! 2 Yes - there are plans to release Outrun, Space Harrier and Afterburner to name but three. Whether these will be released individually or together is yet to be decided. 3 No plans at the moment but who knows.




Remember back to the old school. Alright again!



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NEWS 6

SHOWCASE NIGHTS
SONIC TEAM



Why live in
the World
when you can live
in your bed?

Things have been a bit quiet from old Team Sonic for the last year or so. In fact, about the last eighteen months. So what have they been up to, apart from loafing around doing jack at Sega's expense? Well, as RAD discovered, it just so happens they've been busy preparing one of the best games you've ever seen in your life.

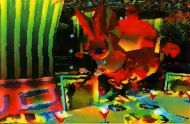
THE STORY SO FAR...

As my esteemed (and oft irritated) colleagues are well aware, I like my sleep. So obviously any game which allows me to indulge my two favourite pastimes (games and sleep) during work hours in the name of research is alright by me. But like a small child eagerly awaiting Christmas, I find myself unable to reach the land of nod because of the gut-busting anticipation brought on by playing an early version of Nights, the first Saturn outing for the most famous developers without the profits AM in Sega, Team Sonic.

The people responsible for the games which bunched consoles into the big time. That's right, Baby the felicit vice. Oh all right, not really, as you may be able to guess by their name they're the creators of Sonic the Hedgehog, as he originally known - and that's a fact. And also they're the ones who designed them with the look of repeating this performance on Saturn. If any game can repeat Sonic's track record, this must be it - Team Sonic's quest to re-create the feeling of flight experienced in dreams and in space.

Nights is set in the world of dreams. Not dreams themselves, or the all the levels would keep changing local on all the time, and you'd never be able to tell what's going on. And just in you were about to complete it you'd walk into the actual plane of dreams, called the Night Dimension. According to Sigmund Freud's theory, this is a dimension which exists close to our corporeal dimensional social environment. It has, they say, no set shape. Sega are taking their tip from German psychologist Friedrich Haller's text "Trauer", which states that the Night Dimension is shaped by the combinatorial coding input of the collective human conscious for unconscious. It's a dream of a dream, and making this the basic upshot of all this gibberish is a place known as Nightopia, land of lovely dreams where the young Audrey Hepburn comes round to your house with a big bag of sweets and in a nutshell, Nights, which is where she turns into your next dream and she's your head off. And it is within these rules that the world of Nights is set.





HERE COMES THE SUN (DOOP DOO DOO)

Having no energy left, only one thing can stand in the way of Nights' conquest of the Nightmareans — daybreak. Once the sun starts a-dawning through his young wife's window they'll wake up and leave the dream world, unless they try very hard to stay asleep. Nights reproduces this effect by having the crack of dawn, a thin stream of light, follow your character a round each level. As time marches on the stream widens and speeds up, making it harder and harder to avoid. More fun than a time limit for sure, but not as forgiving either.



When you turn back into either character, you'll be bound to the ground and will have to crawl and walk to pick up some orbs.



The end of each level typically is actually programmed into the game at the moment and is absolutely unyielding!



With this special sense, Nights can fly around all the treasure and pick them up at ease.



HOW IT'S PLAYED

There's a procedure to playing Nights which could easily sound as complicated as the plot. Well it isn't, but we'll try and make it as simple for you as possible.

STEP 1

Choose your character, Elliot or Claris. Girls might feel more at home picking Claris, although perhaps the lads might benefit empathically from playing the girl and walking a mile in her shoes. This might not sound important, but each character has a bunch of levels specific to them, so your choice of sleeper has a very real outcome on the game.

STEP 2

Follow the arrow to Nights' prison. Hop right into the prison, and wield with Nights to receive full flying power and complete freedom of the level. Now whizz off into the distance to retrieve all the Ideyas and fight all of the children's' nightmare(s).

STEP 3

Use Nights to collect little power orbs. Not exactly sure what these are yet, but they're important. Once you've nabbed a load of them, head to the floating green balloon platform, in which an Ideya is imprisoned. Jump onto it and, provided you've got enough power orbs, the Ideya is released.

STEP 4

Use Nights to defeat the boss whose lair you're transported to automatically asse all the Ideyas have been collected. The nightmare is over. Move on to the next nightmare and repeat steps 1-4.



Justified as to how Nights actually works? Well look at the screenshot on the right and imagine Nights whizzing around to fly through the hole at the front of the screen, then whizzing off to the tower in the distance.



STAR WARS

Nights, funky Nightsian/Nightsmare hybrid that he is, has a gooey trail of stars following his every move. These aren't just for decoration. Like the sleepy equivalent of frost spoilers or fuzzy dice, they're actually a deadly weapon. The stars themselves, in the manner of fertilizer and sand, are harmless - but put them together and it's bangs. Should Nights

wish to banish an enemy or collect a large number of items quickly he need only perform a loop, making sure the trail of stars wraps around into a circle. This tears a massive hole in the sky, through which all matter in the vicinity is sucked. These warices can be as small or [nearly] as big as you like providing you can line up Nights' star-trail in properly. Well it certainly beats bouncing on enemies' heads.



Fly through every single puzzle loop that you come across...



Zipping at high speeds is the order of the day in Nights.



In its complete freedom of play combined with extreme graphics.



An actual night sky is featured in the SEGA Saturn's Dreamcast version.



Even Nights likes to take on the Nighttopians, but you'll need to battle with them.



GET A-LIFE

Nights features another strangitude in the form of the A-LIFE system. This is the programming routine which creates the Nighttopians. It means the inhabitants of the world of dreams live and multiply as if they were really alive (although hopefully they multiply in private). By participating in the ecosystem, we're assured the player will be able to create unique life forms, developing and evolving the race of Nighttopians as they play. This means you can keep coming back to Nights forever and over, safe in the knowledge that your pet race will, sea monkey-like, be doing something new and interesting.



PUT ME TO BED

As we've previously mentioned, Nights is pretty much invincible. So you'd think the bosses would be a piece of cake. But this isn't so. Each boss is like a strange new puzzle, with a specific method to their demise. It's up to the player to work this out and then implement the design, which is nowhere near as easy as it sounds. It could mean throwing a big fat bouncing ball woman through a maze of fences, for instance, which I certainly wouldn't like to spend my Saturday doing.



POINTS MAKE SNOOZES

Nights, reacting though the proposition is without any fancy trimmings, is crammed with bonus things. Each stage features assault courses of hoops (of varying sizes), which grant extra points to Nights when he flies through them. Flying through lots in rapid succession racks up Points Combos, which multiply the bonuses tenfold. There's an acrobatic skill challenge, too, where Nights shows his manoeuvrability in return for points. There are also very vague scratch versions of a behind-Nights-view bonus level similar to the one from Sonic 3. However, this is in a very early stage of development and it's hard to say what really goes on, although we do know it pops up in the midst of a level and not the end.



This is actually a huge brawling woman who looks rather similar to Dr. Robotnik.



Shoot her through the walls to get to the next level. Very difficult.



EINE KLEINE NACHTMUSIK

Team Sonic have really gone to town on the sounds for their masterpiece, too. They've tried to convey the diversity of dreams by covering as many bases with the musical genres on offer as possible. Jazz, house, rock, world music, banger! orchestral tracks and more are already in place. Plus there's a mad system which, like the A-LIFE routine detailed elsewhere, introduces new arrangements and phrases to the tunes each time you play, meaning the music is never the same twice. Blinking heck.



EUROPA EUROPA

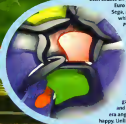
It's almost upon us! The biggest sporting event in this country since the 1966 World Cup – Euro '96. On Saturday 8th June the streets will be empty as England, the hosts, begin their challenge by taking on Switzerland at Wembley. Scotland take on Holland a couple of days later. **Here we go indeed!**



Forget the Olympics, important and exciting as they may be, the sporting event of the summer is without doubt Euro '96. The logos are already just about everywhere from Coca-cans to MacDonalds meals and the TV build up has already started too. All we're waiting for now, apart from the championship itself, is the Euro '96 game. It's just about finished with only a few graphical touches left to be completed. If you saw our showcase in issue 5 you'll already know all about it, if you didn't then shame on you, but here's a quick re-cap.

Euro '96 is being put together by Gremlin on behalf of Sega, and is based largely on their excellent Actua Soccer which has already impressed owners of both PC and Playstation. However, rather than do a straight conversion of this game, Sega wanted to link it to the much hyped European Championships being held in England in the summer. What this means in real terms is that the teams have changed to fit in with the 16 sides in the competition. It also means that it's gone through a bit of a face lift to accommodate the Euro '96 look (lots of navy blue and white, all the logo's etc.) and includes potted histories of each teams performance in the championships since it started back in 1960. The sonorous tones of Barry Davies keep you company through the game (which is much better than John Motson in FIFA) and there's all the usual sporting extras like multiple camera angles and a replay facility to keep the discerning fan happy. Unlike Actua Soccer, Euro '96 enables four players to play simultaneously, provided you've got the multi-tap, so there's plenty more room for arguments and abusive banter.

Euro '96 is expected to hit the shops in the last week of May which is just about perfect timing and it promises to be the best football game yet to appear on the Saturn. Let's hope the respective England and Scotland performances make it all worth it.



Could it be true? England are ahead in the first match of the championship! Ahh, the wonderful world of games!



NICE TOUCH

As was mentioned in the Showcase in issue 5 of Sega Saturn Magazine, Euro '96 uses some amazing motion capture to replicate the movements of real life football players. They are helped out by Chris Woods and Andy Sinton, neither of them geniuses admittedly, but perfect for expressing the refined movements of a good footballer. As a result there are some excellent touches in Euro '96. Not only is there the usual plethora of volleys, back heels and bicycle kicks, but there's even the more subtle footballing techniques like the delicate chip, the shimmy, the passing flick and lots of outside of the boot severe shots that look like... well, like pure bloody poetry!



Check out this majestic bicycle kick! One of the many classy moves in Euro '96



The movement of the players as the ball is very realistic. You notice this especially as a player comes to meet the ball: he might shoot it down, keep it down, trap it — whatever. It looks aw...

TEAM STATS

Team	Goals Scored	Goals Conceded	Points
England	10	10	10
France	10	10	10
Germany	10	10	10
Holland	10	10	10
Italy	10	10	10
Spain	10	10	10
Sweden	10	10	10
Denmark	10	10	10
Czech Republic	10	10	10
Croatia	10	10	10
Slovenia	10	10	10
Russia	10	10	10
Ukraine	10	10	10
Belarus	10	10	10
Belgium	10	10	10
Poland	10	10	10
Portugal	10	10	10
Spain	10	10	10
Italy	10	10	10
France	10	10	10
Germany	10	10	10
Holland	10	10	10
England	10	10	10



SQUADIES

So there you are in the pub with your pals, mulling over the respective European squads and no doubt getting into one of those heated, hot to say a little incriminated, debates about who should be in and who should be out. Because Euro '96 is designed to resemble the championship as closely as possible, the programmers have themselves dabbled in a little speculation regarding the squads. In the England starting line up you'll find Man United's Gary Neville in place of the aging Tony Adams (although Adams is still in the squad). Another old timer that finds himself on the bench is the ex-England captain David Platt. The shock news is that there's no sign of the prodigal Matt Le Tissier, and there's no sign of the on form Robbie Fowler either. As far as the Scotland squad go, there's little I can say really because I know practically nothing about them. Sorry.

TEAM SET-UP

ENGLAND



4-3-3

ODME

- 1 G. Hargreaves
- 2 D. Wright
- 3 S. Pearce
- 4 J. Wallwork
- 5 T. Adams
- 6 P. Gardner
- 7 R. Lee
- 8 G. Wright
- 9 A. Smith
- 10 S. McManis
- 11 T. Thompson
- 12 S. Simons
- 13 P. Beardsley
- 14 I. Eastmond
- 15 S. Bentley
- 16 S. Anderson
- 17 S. Carr
- 18 S. Platt



Left - players gather and celebrate their goal



HALF TIME
HOLLAND 3 - 0 ENGLAND

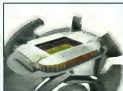
THE PEOPLE'S THEATRE

We in England always tend to feel a little inadequate when we see the likes of the San Siro with its 100,000 odd capacity and there we are with our outsize sheds. But if you ever listened to European footballers talking you'd be surprised how many of them love the idea of playing at English stadiums. For starters they are unique to the British Isles due to the fact that they are the oldest in Europe (England's where football was born remember), and there's also the matter of atmosphere. As Cantona was famously quoted,

in English stadiums 'one can really feel the crowd' thanks to the fact that the seats come more or less right to the touchline. In Cantona's case this also meant that the crowd could feel him with the odd flying karate kick, but that's another matter. Euro '96 features all of the eight stadiums that will be used in the championship, and Greenin have spent loads of time making sure they are all perfectly rendered and proportioned. And sure enough the atmosphere does change from one venue to the next taking into account not only the capacity of the crowd but the size of the pitch as well. Playing at Wembley isn't the same as playing at Villa Park and in Euro '96 it feels equally different.



Wembley: Field of dreams, quagmire of disappointments, and all that.



Is it's time for a substitute? You can do this at any time during the match although you'll have to wait until the ball is out of play before you bring in the new man. Here, because it's the man going off, injury? The man's football? Whatever it is, the Arsenal keeper is on his way out.

YOU DON'T LIKE IT? THEN DRAW!

Did you see the Euro '96 group draw when it was on. It was a fairly typical affair with all the footy legends from the England 1966 World Cup Squad wined out as predictably as ever, and the finale featuring a cup simply tied song that seemed to last for ever. The fact that England was drawn with Scotland probably caused the biggest stir, and of course, the way in which we always seem to end up in a group with Holland. But if you're unhappy with what looks like a very volatile group then why not change it. Euro '96 lets you do the draw again and again so you get the chance to play whoever you like.



A corner kick. Getting using on the ball at set pieces is very important. Score it!



Will he reach it? Oh the agony and the ecstasy of a white-knuck game of footy!

FIXTURES/GROUPS

GROUP	1	2	3	4
GROUP A	ENGLAND	IRELAND	SCOTLAND	NETHERLANDS
GROUP B	FRANCE	GERMANY	ITALY	NETHERLANDS
GROUP C	NETHERLANDS	NETHERLANDS	NETHERLANDS	NETHERLANDS
GROUP D	NETHERLANDS	NETHERLANDS	NETHERLANDS	NETHERLANDS

SEGA SATURN

NEXT MATCH

NETHERLANDS vs HOLLAND

SEGA SATURN

Only 7 Holland! What a match this must be. And it might just leave you howl. Oh, I can't wait! T'was Football!



THIS TIME, WE'LL GET IT RIGHT!

These days you can remember the excellent Italia '90 World Cup will think firstly of that nerve-jangling semi-final between England and Germany. But after that, your mind may turn to the traditional football song that is an inevitable part of big footballing occasions. No more did we have to suffer the abysmal scene of a team standing there in front of the microphone letting out endless barks and primal screams. At last we had a decent song in the shape of World in Motion by the brilliant New Order. Despite the fact that Simply Red have done the official song which is crap, it seems the European Championships have prompted some bands to put out their own singles. It's all rumours at the moment of course, but the word is that Black Crowe may well put out a song, as well as a bunch of techno outfits who might have a bash at the now acceptable feisty song. Just so long as they don't get someone like Stuart Pearce to rap.



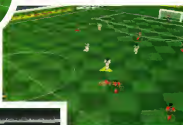
The Spaniards celebrate. Look out for them in Euro '96 because they could well be one of the championship contenders.



The Cards take up the vocalic Spanish in what could be a potential thriller.



And as they line up, Wolves' antics, every day. Little boys in the park. Oh well! Billy's scratched his head! Biting and shouting, ah!



So you like the look of it eh? Well, if you want the comprehensive and EXCLUSIVE review of Euro '96, just turn to page 66 for the lowdown.

i don't think we're in Kansas anymore

Until now computer game theme parks have been restricted to the singular – Theme Park by Bullfrog. But now Sega are dipping their oar in the water, and they're doing things slightly differently. Instead of writing a game about theme parks, Sega have created a theme park around games. Rad has the facts.



Industry grounds to get your interest up, but it is in fact the product of over A BILLION BLEEDING QUIDS WORTH of research and development.

Kicking off a couple of years ago with the creation of the AS-1 flight simulator (with games starring Michael Jackson, King of Pop, Videogames, Zookeeping and Poor People), Sega have worked to redefine roller coasters into something more suited to Japanese spatial restrictions (ie – they have to be really small or the land cater are clipping). The AS-1 is a self-contained motion simulation unit capable of holding about six people, and there'll be at least one in Segaworld. A flight sim-type experience is shown on a large "arklow" at the front of the

T

his year the face of Britain's theme park world is set to be changed forever. A new kid is entering the fray, bringing years of toy manufacturer experience to the traditional family entertainment mix.

That's right, legalsized open in the UK this Spring. Now's your chance to wander around incredible indoor-environments of cliffs and bridges made entirely out of toy plastic bricks, shake hands with politicians con-

structed from not available in the shops rounded off planes and loaded to the gills with specially engineered magic Lego motifs. Much like you can do in any large department store at Christmas. You can even board an oak-pane roller-coaster made up of fragile interlocking geometric bejquettes, adding to the fearsome thrill with a very real danger of death. That is if they ever get off the ground, powered as they are by rubber band and Duracell Lego Technic engines. Of course, just in case any of the Lego lawyers are reading, this is all a pack of lies. The reason theme park we're talking about is of far more interest to the discerning Sega fan – it's London's all-new SEGA WORLD.

Differing somewhat from the existing Segaworlds in Daresbury and Colindale, this latest addition to the family entertainment stable (transcends feeble Earth arcade titans to produce the cyber-family-fun-palace-dome of the Future! Situated in – no, taking over – the Trocadero in Piccadilly Circus, Segaworld will be the largest indoor theme park in the world, spanning seven floors and covering over 100,000 square feet of the Trocadero and three of the adjoining buildings. It's bigger than the Albert Hall, which isn't toy.

Doubtless you'll be wanting to know what makes Segaworld so different from ordinary arcades that justifies it being called a theme park and charging money for entry. Well, first enough it will be crammed with the latest coin-ups and lots of Saturns to play about with, but there's plenty different, bub. First off, it's futuristic. Futuristic, that's the buzzword of the industry at the moment. Only it isn't. But it will be once Segaworld opens. This might sound like another

VIOMIA MOTIONWAY LTD

"I welcome the opening of this exciting new attraction which will add to the great diversity of London's appeal".
But she could be lying.

Sega have spent lots of money advertising Segaworld in the middle of Piccadilly Circus.





Which one of these three looks like he'd beat, I wonder?



well, with the real reason being in every instance of movement visible to the "players". They're called "players" because each crew member has two buttons built into their seat, with which he/she/it is limited scale shoot 'em upery, the outcome of which changes the course of the action on screen. Impressive though it is, just we were nice about it waaaay back when we were still called SEGA MAGAZINE, Sega knew they could improve on the levels of both interactivity and realism.

The primary result was the Aquapolis, an 80,000-square-foot site which opened in Yokohama, Japan in July 1994. As well as featuring heroes of Sega arcade machines and Saturn ports on five (big, Japanyak) big floor Sega's Mega View Display technology, developed under the guise of Saturn VR (for two reasons, wouldn't you know what they were up to), MVP is the centerpiece of the new, even bigger, London Segaworld.

Basically, it's like an AS-1 for your head. Once you're firmly ensconced in your roller coaster capsule (and you've had your obligatory training session, detailed elsewhere) it's time to do the MVP for

immersion into your own little cyber world. As everyone has their own individual VR screens, this means the ride can be different for each passenger, although the general direction of movement (and the pool) obviously remains the same for each player. Otherwise the machine would strain against itself and shatter into a thousand pieces. Anyway, these VR helmets allow you to look in any direction and follow the environment in real time. So should a monster charge from behind you, you can watch as it passes you and follow it as it disappears into the distance behind. Even your own clothes are transformed by your vision, meaning no two visitors will have the same experience. So realistic is this process that Sega claim test audiences for the Aqua Racer ride actually held their breath because they

believed they were underwater. They must have been a bit stupid, however, because they won't have felt wet.

And the environmental immersion doesn't stop there. Each floor of Segaworld has a theme, and each theme is represented in a variety of media. For example, the Race Track promises it can suspend them in the colting, tyre track indents in the floor, a soundtrack of roaring engines and screeching wheels and the smells (oh yes, the smells) of burning rubber and, in all likelihood, screeching fans. The games and rides as well as decor are collated according to theme (for Caribbit Zone is full of fighting titles and so on). Heck, there's even a reproduction of Sonic level Carnival Night Zone to explore! And just to show that Tonyy Britlander knows herst, there's no such atmospheric theming at Japopolis.

Segaworld London provides the blueprint for Sega's theme park master plan. Sega plus a huge Segaworld offensive across all major European cities over the next few years. They reckon they'll cartomato each metro to "immerse with the culture and character of the country and with [Segaworld's] limitless environment". No such assurances have been taken with London Segaworld, or it'll be full of misanthropes of dystopian shrublands and confounded tourists eating tohoko.

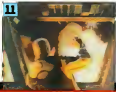
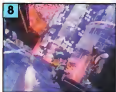
If you're interested in finding out more on Segaworld a preview site has opened in the bookends, showing a video of how the park it will look. These with some, however, will wait for our "opening day" feature in a forthcoming issue of SEGA SATURN MAGAZINE.



SHALL WE TAKE A TRIP

Six MVD Immersion rides are planned for the opening of Segaworld. SATURN MAG was treated to a preview showing of them all – the AS-1, Ghost Hunt, Space Mission, Mad Saszuka, Feast in Darkness and Aqua Planet. Sadly the AS-1 was the only fully operational unit (and it's good, whilst snippets of the other five were dressed in a private cinema (so no MVD for us yet) but even without the full experience we can state that they're looking absolutely awesome. The graphics are incredibly convincing, and the lurching camera promised a realistic sense of movement in the final product. Because the rides are so unlike anything else in the world visitors will be put through a quick training course before the start of the action (like on a plane where they tell you how to put on your life jacket) so every guest can get the most from the experience. And don't think you'll have seen it all after you've been a couple of times. Sega has pledged to install at least one more Immersion ride every year until they're spilling out from the windows and falling on people because there are no more.

1 Mad Saszuka in action. This is a genuine in-game shot. 2 The demo is supposed to illustrate the realism of MVD. 3 Aqua Planet has some scary monsters. 4 A quick run-down of how to play Ghost Hunter. 5 more Mad Saszuka – hammer up the balls and fire them at your foe's hi target. 6 This shows Without out of the water.



7 Sat'd'ed Japanese customers lose their minds as MVD ride terror fury. 8 Race three space laser-cyber cycles for all year's worth, young lovers. 9 Aqua Mission bids off with an exhilarating space launch into. 10 Segaworld will feature a two-story mezzanine bar, showing either MVD or MVD. We're not sure yet. 11 Some flat desks gets totally blown up in Space Mission

THE BRITAIN TOURIST AUTHORITY SAYS:

"Segaworld will add to the wealth of high quality tourist attractions that Britain has to offer and will provide visitors with an exciting day out. Segaworld will bring new technology and large-scale investment (£45 million - £50M) to London. It will provide a unique addition to the city's extensive range of entertainment."

NEW ON YOUR BLOCK

Segaworld, which has been under construction since January, is set to open this August (the precise date is yet to be confirmed). And once it's open, boy is it ever open. In fact, it's only closed one day of the year, Christmas Day, unless there's some kind of alien invasion or everything breaks down (highly unlikely). And on each of those open days, the doors are unlocked from 10am until midnight – meaning you can go down the pub, get laquerred and chucking out time and still squeeze in an hour or so of the rides. That is, if you're prepared to part with the requisite (and currently undecided) two-15 entry fee (quite possible in an isolated state, although we're sure Sega wouldn't let any undesirable in really).

It's not a computer break-up – it's the REAL SEGA WORLD! Actually, it isn't. It is an old break-up, but it looks a bit like this.



Yes, and we're playing *Sonic in Broseum Primary's Breaker - Robot in the Wheel Edition*. It's a simply excellent challenge, darling.



STAIRWAY TO HEAVEN

Escalators – the moving walkways of the Future. Mechanical stairs are the prime means Future humans will be born without legs. For now, though, they are mere labour saving tributes. Except at Segaworld, where escalators are the very lifeblood of your journey to the heart of Sonic's soul. In fact one escalator is so precise. The so-called Robot Escalator. Anyone familiar with the lengthy staircock at Angel tube station should have an inkling of what to expect – a whacking great escalator that goes up five stories, taking you right to the top of Segaworld, from where you walk your way down through the theme park to the exit. But this escalator is different – it's in a big long pipe, like the ones in the Sonic games. And it probably moves quite quickly, too. And don't worry, if the Robot Escalator breaks down you won't have to resort to the Broken Stair, because Segaworld has a total of nine/ten other escalators to help you get around. There can be hope for modern man.



CRAP STATISTICS YOU DON'T NEED

Sega expect to attract almost two million people to Segaworld within the first year of its opening. 1.75 million, to be precise. This is the equivalent of about five thousand people visiting your house every day except Christmas (which is like the Segaworld opening feast). And with the average visit lasting four hours, that means an incredible 2.2 years of games being played at Segaworld EVERY DAY in real terms. Segaworld is costing about £35 million to build, and will employ 800 people, who will all doubt go on all the rides for free when all the visitors have gone home. It's going to take Sega some time to recoup their investment given the entry fee of between two-15, although this estimate is still to be finalised.

SHOWCASE LOADED



and we
wanna get

LOADED

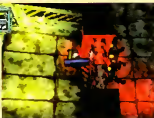


You wanna get loaded? You got it. Well, not yet you haven't because *Loaded* isn't actually out for another couple of months. But it is shaping up rather nicely. Here to deliver the gaming goods is **SAM HICKMAN.**

Fipping heck. These Playstation to Saturn conversions seem to be arriving at an alarming rate at the moment, and not without good reason (or before time) either. Most of them are pretty excellent you see, and *Loaded* is no exception. To the more, um, mature games, *Loaded* is bound to look hauntingly familiar. Well, that's because it's based on the age-old classic *Gauntlet*, the wonder about wizard game with cruddy graphics and hilariously addictive gameplay. Anyway, now that original developers Atari have fallen on somewhat hard times and don't seem to be releasing anything at all any more, it's Gauntlet who have sneaked on in there and adapted the ancient code for all Saturn gamers to enjoy. Luckily, it doesn't look anything like the original code - in fact, it's ten times more gory... >>



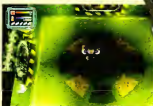
This level takes place in the prison's kitchen and in addition to blowing away enemies, you can also blast hot out of all the pots, pans and kitchen tables too.



A VIRTUAL BLOODBATH!

Yep, welcome to the world's first certificate of Gauntlet-a-thon! Although the gameplay remains almost exactly the same in that your aim is to wander around hostile environments in search of keys, the front end of the game has undergone a serious makeover! Gone are the blippy little coloured sprites of yesteryear, replaced with fully grown men in nappies, psychos in drag, bouncers, skeleton warriors and cyber babes with electric charges on the end of their fingers. Look pretty impressive, don't they? Handy surprising really, when you consider that they were created by 2000AD artist Greg Staples. He's already drawn loads of Judge Dredd stories and was involved in the movie to some extent too. Of course, being involved in such projects obviously meant that he had to towel the depths of his mind to come up with some pretty vile creations, which is why all the nasty characters in Gauntlet are all so comfortable with being absolutely repulsive.

Actually, there's probably more to it than that. The reason they're all so at home with being nasty is that they're all locked away in prison, so they must have done something quite horrible in the first place to be in there at all. However, lucky for them, there's there's the once in a lifetime, chance in a million hope of escape, and being law-breaking types, they decide to go for it. But it ain't gonna be easy! There's literally hundreds of maze like corridors to plough through and nasty enemies block each and every one that hey, you're hard aren't you... surely you can take the pain!



At the beginning of each level, you'll have to make some pretty tough decisions over your proposed route. Not all of the doors will be open immediately, and will only be accessible once you've collected the appropriate key.

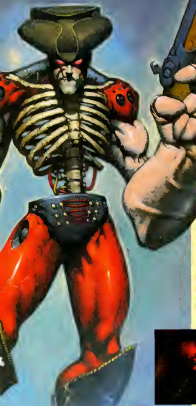


SCARY ZOMBIES TOO!

Actually, it's quite naive that contained within his prison are not only the scum of the human realm, but also an array of otherworldly beasts too. We're not sure if F.U.J.I. put them there or if they were also imprisoned for perverted acts, but they don't seem to like you very much. In fact, the slightest glimpse of you will send most inhabitants into a screaming frenzy, after which they'll have no choice but to try and annihilate you. Some of them only take a couple of shots from your gun to eradicate, but others seem to shake off gunfire pretty easily and will attack recklessly if given the chance. Of course, you're not going to give them one.



Cap'n Hands is a filthy stingy old pirate from about two hundred years ago. He's still living because he stole body parts from other people and plants them on his own. Except for his head. That's the only original part left from his body.



SHOWCASE

CONTESTANTS READY...

However, before you can do anything at all, there's a much more important task at hand. Choosing your character is more difficult in *Loaded* than in other titles, simply because all of the beings on offer are so bizarre. Don't believe us? Well, just take a look at these guys.

CONTESTANT 1. CAP'N HANDS

The only dead guy in the game, Cap'n Hands is made up of rotten body parts, although his head is the one he was born with, albeit many centuries ago. Probably because he's so old, he doesn't have the hi-tech weapons that the other contestants have, preferring to use a couple of old flintlocks instead. What a guy.



CONTESTANT 2. FRANK

Frank is your average wild card of this very strange pack. He's fully grown, but has the mind of a six year old and the body of a warrior (well, sort of anyway). He wears a mood balloon in his back pack, which changes colour from green to red according to his temper. Weapons include neutron spheres and the deadly homing teddies.



The other ready contestants are revealed on the very next page, if they're not already dead.



TWO-PLAYER FUN!

The finished version of *Loaded* will come complete with a simultaneous two-player option, although unfortunately, this isn't programmed into the game at the moment. Luckily though, it's not a maniac-a-mantic scenario. Nepe two players will team up in a co-operative game, which is indeed mighty handy on some of those tricky later levels. More on this feature when we review the game next month.



GRAPHICS TO DIE FOR

One of the best things about *Loaded* (apart from the all-male-based blasting) is the graphics. Sure, this may be based on an age-old theme, but that's precisely why Gremlin have gone to so much trouble over the graphics. In addition to the visuals provided by Greg Staples, there's some pretty impressive 3D throughout all of the ten levels. Floors warp as you walk on them, and even though the game is viewed from an overhead perspective, there's a real impression of depth as you're blasting your way around a level.

In addition to the 3D trickery, the levels all feature light soundscapes, which basically means that areas are lit in the way you'd expect to see in real life. This is featured on the characters too, who light up whenever they either launch a weapon or get hit. There's plenty of other impressive little features too, such as really meaty explosions with clouds of smoke billowing from them, splattering blood and screenfilling weapon effects. Sure, this may be a 16-bit game at heart, but Gremlin have really done their best to make the graphics as 32-bit as possible.



He's wearing a purple dress! Well, somebody stop him, that's not allowed. Oh he's got a big gun too. Better leave him alone then.

CONTESTANT 3. MAMMA

Another social degenerate, mamma is a huge overgrown baby sporting the very latest in nappy design. In fact he's so stupid that he can't even speak - all he can do is blubber and cry a bit. Still he's pretty nifty with his plasma gun and customised ripple grenades so he can't be that stupid. Can he?



CONTESTANT 4. BOUNCA

Well, no prizes for guessing his chosen occupation. Bounce is the derisive member of the crew, something which is immediately obvious upon meeting him. His favoured weapon is a missile launcher, which bears a striking resemblance to a pair of bodypillows. If he's feeling particularly cross, he'll fire his ultra bomb, the frag missile.



OOH, WHAT A PAIR!

With any luck, the Saturn conversion of *Loaded* should equal the PlayStation version in every way. Gremlin themselves can't see any reason why the two versions shouldn't be identical, and so far, the versions which have been released certainly seem as though they're a good enough match in comparison to the PlayStation's. Fingers crossed, eh.



Oh - a real! This contestant is certainly taking no prisoners! In fact, there's only a couple of pigs left standing on this level.



We love blood and explosions! They're great! Especially when you get all those gibby bits that spill out all around the sides on most of the enemies in this game. Yes, they're quite good.



WHO IS F.U.B?

Well, no one really knows where he came from, but at one time he was the warden in the prison. However, the time he spent on the inside has certainly taken its toll on him, and he's gone slightly mad. He pitches the prisoners against each other and has even developed a machine which changes the laws of physics: it's quite bizarre then that the only people who can possibly stop him are the prisoners, a large amount of whom have done very little to wind up there in the first place. However, F.U.B. is using the prisoners for his own little experiment - if he sets traps all around the prison and inmates are unable to escape, it's an indication that he's ready to take over the world. Believe me, you do not want to cross this man.



IT'S DEFCON ONE!

It's certainly a state of emergency in the SAULF prison, that's for sure. Which is obviously why Genesis drafted in masters of mayhem, Pop Will Eat Itself to create the music for the game. Well, we say created, but they actually re-mixed a couple of the tracks from their latest album, Two Fingers My Friends. The music was originally selected for the PlayStation version, but unlike another recent PlayStation conversion we could mention, the music will stay in for the Saturn version. It won't be remixed or anything, but, hey! at least people are beginning to get together for some decent music for the Saturn.



CONTESTANT 5. BUTCH

He looks a bit mad, doesn't he. He's a transvestite too, but don't think that means he has a lovely feminine side to him. No, he's quite the most disgusting character in the whole game. Pick him and you can be sure of a gung ho adventure to freedom, as his chosen weapon is a flame thrower with an explosive ring attached!



CONTESTANT 6. VOX

Darined by her devastatingly good looks, Vox has developed a muscular physique and an extremely sharp tongue to combat any budding rambos. Her special weapon is the Hair Flat, a vocal blaster that when fired up, can knock out everyone in the area with a powerful sonic blast (be plugs are an option when facing this lady).



WHAT'S IN STORE?

Loaded did really well on the Playstation when it was first launched, and is still selling fairly well, even now. This pretty much guarantees its success on the Saturn, although it's still going to be around a month before the game is actually available in the shops. But we will have the review in next month's issue. And after that, we'll be bringing you the first preview of Loaded's sequel, Re-loaded!

TO

DIE

FOR

Die Hard is unquestionably one of the most popular action films around, ranking along side the likes of **Aliens**, **Lethal Weapon** and **Terminator**. Probe take on the awesome responsibility of making the **Die Hard Trilogy** every bit as exciting. But first, some acting tips



Welcome to the first in our new series of programmes sponsored by the Royal Academy of Dramatic Arts where I, Donald Bradshaw, take you through the ins and outs of movie cop conversation and offer my own interpretations and alternatives to this interesting and fun conversational style. Our first example will no doubt be familiar. It's from *Lethal Weapon*:

MURTAUGH: Are you as good as you say you are?

BIGGS: Please. Invent look. In Lethal, I shot a guy from 400 yards in a high casefold. Only two, maybe three cops in the world could have made that shot. Only thing I am ever my good at.

This form of cop banter is known as the 'I'm the best' technique. It's where the crazy cop on the edge has to prove that the reason he's a crazy cop is the edge is that he's a tortured low-endearing person. You might feel that Biggs' 'I'm the best' assertion isn't convincing enough, so you try embellish it a little...

BIGGS: Please. Invent look. In Lethal, I shot a guy from 400 yards. There was a high casefold, a mob flock of magazine pipework and a large balloon fan in process. Only I could have made that shot. Me. I'm the best.

Notice how with this alternative we are completely convinced of Biggs' assertion and have no doubts about his abilities as a marksman.

Another example. How about this scene from *Dirty Harry*:

HARRY: Well punk, did I live six or only five in all this conversation I had of myself? Well punk? Or you first back?

When Harry uses the typical 'I'm the best' technique by inquiring as to whether the assailant feels lucky he is, in fact doing quite the opposite, and being taunting and teasing a man who he has succeeded in making utterly powerless. The question then isn't 'is he bluff?' it could be read like this:

HARRY: Well punk, did I live six or only five under arrest, the fives having conspired to rid you of even the smallest hope of good fortune. Nevertheless I shall engage in a little blather in an effort to reveal my superiority and hard usage. Well conversative culture type? An eye for an eye rather justified? Come with me down to the cop shop now please.

So there you have it...

Next week we'll be looking at scenes from 'Die Hard With A Vengeance' using the perspective of the anti-hero who's actually quite nice. The programme's entitled 'Die Softly With Usable In The Way Of Reconciliation'. Until then, 'are you looking at me?' Ishuhuhuh. Bye nihat



The map on the bottom left tells McClain exactly where he is in the building and also lets him know when any of those nasty former terrorists are about to come crashing round a corner.



THRILLLOGY

When the programmers at Probe were deciding on how to go about putting the Die Hard game together, their initial plan was to make it a kind of racing game with Bruce jumping from car to car. You wanted the game to link more closely with the films though, prompting Probe to come up with the idea of having three games in one. Each game adapts one of the films, following its plot and adding details very closely. There's a little overlap of them:

DIE HARD

John McClain is flying over to LA to see his estranged wife and son. He's a hard bitten New York cop who knows the score and is more than accepting wooden axels, yet he's having a hard time coming off terms with his wife's modern career-woman image. After arriving at the business newspaper and having a spot of marital discord he retires to the bathroom just when the terrorists barge up and take everyone hostage. So now John has to do his own and left with the task of killing all the bad guys and saving everyone else. In this first game, Probe have decided on a shoot 'em up in the classic style. Starting in the basement rather than the bathroom, McClain's plan is to make his way up to where the hostages are being held. Starting with only his standard issue masher, he has to go exploring in search of more destructive weaponry. This he finds when he disposes of one of Gruber's many hench men. There's plenty of ammo to pick up, much of which is exactly the same as you'll see in the film — grenades, sub at all. The Die Hard game focuses on the pleasures of chaotic explosions, shattering glass, mass death, and the kind of mayhem that made the film so appealing. In fact, if all they were, this is the one that sticks closest to the film, right down to the finale in which McClain stands off with his autistic nemesis Hans Gruber.

At the moment, the Die Hard chapter in the game's the most complete and subsequently looks the most impressive. The action is viewed from behind and above your McClain sprite enabling you to fully appreciate the mudiness that ensues. The 3D backdrops are highly interactive and you're generally free to shoot at anything you don't like the look of, right down to the null potted plants in the office. There's even office sprinklers that activate off once you manage to get a bit of a fire going.



John has to start his advance in the basement, work his way up to where the hostages are all being held and look to finish himself.



As you experience the scenario, the game lets the office's walls with being shot down by several deaths.



Are you sure this is the Best? Going by the screenshot, it looks more like the Best of the Best. Oh, and watch out McClain because there's a terrorist in the office on the right!

DIE HARD II: DIE HARDER

They thought it couldn't happen again. Even McClane himself comments, "How could the same thing happen to the same guy twice?" What our beloved fictional character doesn't know is that he's got to go through it all again in order to make dear ol' Bruce Willis and various studios once a back of full offset bucks. The sequel, subtitled Die Harder is set at Christmas time again. This time John is waiting at the airport for his wife who he's now eternally happy with and everything. But would you believe it — terrorist! Up they pop, this time trying to smuggle some Central American Comela scuzz back to drugville. To do this they take control of the airport and in a demonstration of their power cause a British flight to crash, reach to the amusement of American audiences no doubt.

Can the second game instalment, this time styled heavily on Virtua Cop, McClane travels through the airport as a path designated by the CPU, using the copstick to pick off enemies. It takes him out to the terrorist hideout where he ends up involved in a snow speeder chase and then back to the airport where the traditional explosive finale takes place. The final score where the aeroplane explodes has yet to be included although it will definitely be in there. For now, what you've got are plenty of enemies who carry machine guns or throw knives and grenades which can be shot out of the sky. As in Virtua Cop, the programmers have ensured that each enemy has their own style of attack and don't simply stroll on like pieces of fodder awaiting slaughter. It also means that, like Virtua Cop, they have different ways of taking a hit be it slumping to the ground or diving back with the power of the blow. At the moment, Die Harder is played with either the mouse or the joy-pad, although there are plans about to make it compatible with one of the Saturn light guns.

"Well, the weather outside is frightful, but the bonus is sure delightful, does a bonus seem to you, let it snow let it snow let it snow!" says the song in the harder. End of.



Works of evil Germanians look and harass our hero and prevent shoulder at the hands of New York's finest.



McClane gets hold of better weapons when he dispatches terrorists. There are plenty of cool things like a machine gun, grenades and the like, but what about those obligatory MP

NO BRUCEY BONUS

The astute among would no doubt have noticed that the John McClane sprites looks nothing whatsoever like Bruce Willis. [Note the lack of hair on the back and too much hair on the head]. The only thing that is similar is the greasy white suit. The reason for this lack of Bruce is two-fold. Firstly, gaining permission from Bruce Willis would inevitably have involved forking out further royalties, and secondly, Fox were keen to see the game gain a reputation in its own right without being too dependent on the popularity of the films and its grisly star.



The Die Harder game takes its name of the most famous scenes in the film. You'll recognize the above action from the score sequence above that happens late in the film.



DIE HARD WITH A VENGEANCE

OK, so by now both Bruce and the studio execs are starting to milk it a bit, but there are a couple of things that make the third instalment of the Die Hard series better than the second and they are the actors Samuel L. Jackson and Jeremy Irons and the fact that the budget is bigger than ever. Having given up on LA, the action is now staged in New York. Jeremy Irons plays the arch villain Klaus Gruber, brother to Alan Rickman's Hans Gruber in the first film. This time the motive is not money but revenge, and Klaus has arranged a series of explosions set to detonate in various locations around the Big Apple if McClane doesn't follow his instructions to the letter.

For this third instalment of the game, Probe have decided to do away with the gas and place McClane in a car that goes racing through the crowded streets of New York in an effort to get to the next explosion before it goes off. A stop watch on the bottom left tells you how much time he's got, and the idea is to get to the bomb (planted in telephone boxes initially) and simply run it down. A map informs McClane of the route he has to take. Things get more chaotic when the bombs he has to diffuse are planted in moving cars. Only by hijacking them off the road will McClane succeed in preventing them from exploding. This race against time is naturally confounded by the volume of pedestrians McClane has to avoid running down and other cars. A crash means he'll lose valuable time and if he loses it all then New York's hard-bumed Agate, Probe have ensured that there is a lot of attention to detail in relation to the film. There are four angles from which to view things, with the in-car and behind-car views proving the most exciting. The best thing of course is the opportunity to mow down lots of New Yorkers as they stroll nonchalantly over the highway.



Grubbing has a habit of stealing your focus.



The clock tells you how long you've got left.



If you don't succeed in diffusing the bombs in time then a distance shot lets you witness the huge explosion as another life is taken out of the Big Apple. And it's off your back.





GAMAGE A TROIS

I know what you're thinking, "These games in one? That means that each of them will be a third as good as a usual game." Your cynicism is perhaps justified, but let me put those doubts at rest. Although as yet unfinished, what we've seen of *Die Hard* Trilogy is *looking excellent*. In fact, each game could be a release in its own right, which uncannily enough was Probe's original intention. They were going to release a game based entirely on the third driving part of the game with Bruce jumping about from car to car and the like. Fox however insisted that they incorporate all of the films in the trilogy and as a result Probe have spent much more time devoting themselves to a faithful portrayal of the scenes and events in the movies.



IN RECEDING ORDER

When Bruce Willis appeared in *Die Hard* it was his first major film role. Before that, you might remember him from *Moonlighting* in which he starred with Cybil Shepard. You know the one, it had that song by AJ Jarkko in it and was typically slick flighties stuff. *Die Hard* made old "Bruce an A" film star and the movie roles soon started rolling in, many of which rolled out again straight into video shops due to their top-like nature. But *Die Hard* had established a reputation for itself and it wasn't long before Bruce was talked into making a sequel. The second of the films is perhaps the weakest of them, although it's still a cut above the Van Damme/Chuck Norris school of action films. In *Die Hard With A Vengeance* things were brought back up to par with the re-emergence of the classic villain, this time in the shape of Jeremy Irons, brother to the brilliant Beckman in the first *Die Hard* instalment. In fact, you can chart the success of the *Die Hard* trilogy along side the *Lethal Weapon* series. The first was the best, the second was the one that most people tend to forget, and the third succeeded in moving back to the standard of the original. Spooky! Oh, and another thing... if you find that your repeated viewings of the *Die Hard* series are becoming a bit boring, why not divert yourself by analysing the series in terms of Bruce's hair. From *Die Hard*'s relatively complete barnet we eventually arrive at *Die Hard With A Vengeance*'s bagging staphoid! Hip top hairy!



Die Hard With A Vengeance is probably the most best of the *Die Hard* films after *Die Hard* itself. The reason? Why lots of ballsy scenarios. British villain of course! This time it's Jeremy Irons, instead of... is dear Alex.

 **SHOWCASE** OCEAN GAMES

SPIELE DEALERS

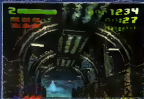


ocean

Europe is known for producing some of the most talented and innovative developers in the world. Every major software house is busy scouting for new talent to buy up. Ocean's latest partners, German team Neon, might just be something of a find for the plucky Mancunians...



In you can see, these graphics are very nice. The light shading and all that makes it highly pretty, and really helps to change the feeling of the levels.



DutchNeon, DeutschNeon, also allies. Savedrain and Neon. No speed limit on the motorway. Ocean games. That's Germany for you, financial capital of Europe. The country where you get a day off school if the temperature hits 30 degrees Celsius (or Centigrades as we used to call them in Blighty). The country where even if it's boss monkeys outside you still get to leave school at lunchtime. In fact, the country where it's probably not to go to school, but a bit of a pain at the end of it when you have to do your national service (although you can do it in a hospital if you're a conscientious objector) and listen to The Scorpions and David Hasselhoff's Night Rider album.

But look on the bright side, your fellow countrymen may just be responsible for some of the lowliest looking Saturn games so far. The chaps we're talking about are called Neon, and they're a new outfit on the console block, who cut their Ocean-licensed teeth on the smart platformer *Mr Nutz*. But there's not a hopping squirrel in sight in any of their current projects (which there was in *Mr Nutz*). Oh no, these are your genuine, cutting edge three-dimensional 32-bit tour de forces.

But they're teams with a story, hip cats, and SATURN MAG is here to spill the beans. Of the three titles on offer two, *Tunnel Rn* and *Viper*, started life as the very same game. To this day they share a game engine, but when *Viper* got for the airborne approach, *Tunnel Rn* confines your exploits to terra firma. It was Ocean's idea, who saw the amalgamated by-line version some time back and suggested that perhaps a separation was in order. Not to make twice as much money from the same game engine, oh no. Simply because certain elements of each gorgeous gameplay were cramping each other's style.

The third title in the triumvirate is the more conventional RPG *Vandalia Powers*, which goes some way to illustrating the diversity inherent in the team's tastes.

Schadales and Ocean's generosity willing we should hopefully be able to bring you an interview with the lovely, handsome Neon lads. For now though you'll have to be content with a good glimpse at their equally beautiful games. Now, we'll be honest with you, the games pictured in this feature are the PC versions. Neon are developing on the PC to convert to console, and at the moment the Saturn versions are locked away so we can't print pictures of them. Neon reckon they can handle the port across dead easy, but bear in mind that the relative quality of the Saturn conversions is entirely down to Neon's talent. We wait with breath suitably bated.



Building Powers features this lovely Mole with a sword. He's no a great, you know, so don't stand in his way, or he'll chop you down.





I say, this is all a bit extra-packed and scary. Hopefully the Saturn version will turn out just as beautiful.



TUNNEL B1

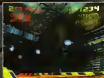
The closest of Neon's pack to completion is Tunnel B1. It's a cross, so we're told, between first-person PC racing titles like Descent and Quake and high-speed console-y racer titles like Indy or Daytona. We actually think that's a bit misleading though, so Ocean had better think of another way to describe it to future gamers looking for help with writing their features.

It is indeed high of speed, but the only real racing link we can ascertain is a time limit for each stage (although this is pretty tight). And even then, once you've built up enough speed and momentum the blast-centric game structure forces you, the player, to stop every once in a while to blow lots of enemies away. And, thinking about it a bit more, you don't even drive a car. You pilot a floating low-altitude hover car more akin to those found in Cyber Speedway or WingFlut. Plus the levels are more claustrophobic than the relatively free-form Quake-like. It's more Doom-esque insofar as spatial geometry goes.

So what you basically have is a fast-moving blaster set in a bunch of tunnels (hence the name), with occasional glimpses of a wider outside world. This might not sound like its relating a warm steam, but Neon are confident Tunnel B1 has what it takes to stand out from the pack. He starts the graphics are gorgeous. Not just so far as speed and texture mapping goes (although both are exceedingly impressive), but especially with the light source, which reflects not just the positioning and intensity of light, but the effect the architecture of the levels have on it.

A similar approach has been taken to the sound effects, which reverberate in cavernous rooms, doaden in the damp and so on. Also, in the manner of many a good game, it's an absolute pain when you first give it a go. The controls take plenty of getting used to. Perhaps because our feeble earth minds are unable to comprehend controlling a vehicle which hovers on waves of magnetic energy, or perhaps because Neon programmed it that way. Suffice to say you'll spend the first ten minutes cursing Tunnel B1 and anyone who had anything to do with it. After that it should be great.

Sadly we were only able to get a crack at the PC version at this point in time (the Saturn conversion, whilst well under way, is being kept under wraps for now), but Ocean reckon the completed Sega product should match up to the high standard set by Tunnel B1. Lots more is left to go into the game, so rest assured we'll bring you more on this as soon as we've got it.



reader survey



Win free games for a year!

Us Sega Saturn Magazine. You readers.

Until now our relationship has been based on this Tarzanesque form of communication. But we want to move on from this primitive badinage and establish a warm and loving intimacy that knows no bounds. We want to go dancing through the daises with you, we want to spend long hours with you at cosy ol' fresco cafes, we want to sit with you watching the sun set over mountain vineyards, we want... oh, ok, what we really want is for you to fill in this survey.

Filling in surveys is, as I'm sure you know, actually quite boring. So, as a bit of an incentive we're offering you a chance to win **free games for a year**. Yes! That's right! For a whole year! If that doesn't get you ticking those boxes, we don't know what will. Send your completed surveys to **SURVEY, SEGA SATURN MAGAZINE MARKETING DEPT., PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

1. Are you
Male Female

2. How old are you?
Under 10
11-15
16-20
21-25
26 and over

3. Are you:
At school
At college
In employment
Other (please specify)

4. Which machines do you own?
Sega Saturn
Sega Megadrive
Sega Game Gear
Super Nintendo
NES
Game Boy
Sony Playstation
Atari Jaguar
3DO
PC
Neo Geo
Other (please specify)

5. Which machine are you planning to buy next?
Sega Megadrive
Sega Game Gear
Sega Saturn
Super NES
NES

Game Boy
NLSs
Sony Playstation
Atari Jaguar
3DO
PC
Neo Geo
Other (please specify)

6. If you are planning to buy a Next Generation console, who will be the purchaser?
You
Parents
Friends/relative

7. How many games do you own?
None
1-5
6-10
11-20
More than 20

8. What was the last game you purchased?

9. Which game are you planning to buy next?

10. How much time each week do you spend playing video games?
Less than an hour
1-2 hours
3-4 hours
4-6 hours
6-8 hours
8 to 10 hours

More than 10 hours
11. How often do you buy video games?
Less than twice a year
2-4 times a year
4-8 times a year
6-10 times a year
More than once a month (please specify)

12. How do you choose the games you buy?
Good review in magazine
Good review on TV
Like the look of it
Recommended by a friend
Recommended by shop staff
Special offer/promotion
Bought by parent

13. What sort of games do you enjoy the most? (Tick those of the following.)
Real time ups
Shoot 'em ups
Platform games
Sports games
Adventure games/RPGs
Strategy games/Sims
Racing games
Puzzle games

14. Where do you buy your games? (Electronics Boutique/Publix Zone)
Game
Game Zone
WHM
Virgin
Woolworths
WH Smith
John Menzies

- Discs
- Books
- Toys & Lic
- Our Price
- Specialist Shop
- Mail Order
- Other (please specify)

15. How often do you buy SEGA SATURN MAGAZINE?

- Every month
- Occasionally
- Whenever there's a good game in it
- Only when there's a free gift

16. Why did you buy this issue of SEGA SATURN MAGAZINE?

- Get it on subscription
- Cover promotion was good
- Exclusive game information
- Latest review/preview information
- Generally good for game info

17. Which sections of SEGA SATURN MAGAZINE do you love the most, and which do you hate the most? (Please tick three boxes in each column.)

- | | LOVE <input type="checkbox"/> | HATE <input type="checkbox"/> |
|------------------|-------------------------------|-------------------------------|
| Cover | <input type="checkbox"/> | <input type="checkbox"/> |
| Comments | <input type="checkbox"/> | <input type="checkbox"/> |
| News | <input type="checkbox"/> | <input type="checkbox"/> |
| Editorial | <input type="checkbox"/> | <input type="checkbox"/> |
| Reviews | <input type="checkbox"/> | <input type="checkbox"/> |
| Tips | <input type="checkbox"/> | <input type="checkbox"/> |
| Showcases | <input type="checkbox"/> | <input type="checkbox"/> |
| Q&A | <input type="checkbox"/> | <input type="checkbox"/> |
| Coin Operated | <input type="checkbox"/> | <input type="checkbox"/> |
| Special Features | <input type="checkbox"/> | <input type="checkbox"/> |
| Out Now | <input type="checkbox"/> | <input type="checkbox"/> |
| In Development | <input type="checkbox"/> | <input type="checkbox"/> |
| General Design | <input type="checkbox"/> | <input type="checkbox"/> |

18. If there was one thing you could change about SEGA SATURN MAGAZINE to improve it, what would it be?

.....

.....

.....

.....

19. Which other games magazines do you buy?

- CBVG
- Maxim
- Sega Pro
- Sega Power
- GamesMaster
- Ultimate Future Games
- Edge
- Games World
- 8-Can
- Game Pro (UK)

20. Which types of non-game magazines do you regularly buy or enjoy reading?

- Comics
- Sports mags
- Music mags
- Movie mags
- TV mags
- Lifestyle mags

21. What sort of free gifts do you like most? (Tick two of the following.)

- Special game booklets
- Demo CDs
- Postcards
- Toys
- Tips booklets
- Badges
- Stickers/transfers
- Posters
- Video
- Scratchcards
- Money off vouchers
- Other (please specify)

22. What do you most like to see in a special game booklet? (Tick one of the following.)

- Exclusive first look at game in progress
- Extended review
- Exclusive tips and cheats
- Interviews with development staff

23. List your top five software houses:

1.
2.
3.
4.
5.

24. List your top five games of all time:

1.
2.
3.
4.
5.

25. Which of the following activities do you enjoy most? (Tick three of the following.)

- Watching TV
- Watching videos
- Going to the cinema
- Listening to the radio
- Playing sports
- Listening to music
- Reading a book
- Going to parties

26. What are your three favourite TV programmes?

.....

.....

.....

27. Which of the following do you regularly buy? (Tick three of the following.)

- CDs
- Videos
- Shirts/trainers
- Casps
- Tapes
- Clothes
- Sweets
- Drinks
- Take-away food
- Books
- Comics

28. Are there any features that you consider important in a games console other than their ability to play games? (Tick one of the following.)

- Playing audio CDs
- Playing video CDs
- Internet access
- Multplayer facility

29. Do you have access to a PC?

- Yes
- No

30. If yes, what do you use it for?

- Games
- Word processing
- Internet
- For work
- For study
- Other (please specify)

Name:

Address:

.....

.....

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.....

.....

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THERE IS A THEORY OF THE MOEBIUS...

Amazed by the sheer graphical brilliance of *Panzer Dragoon 2*? Wondering just where those crazy, madcap programming guys got all their ideas from? Well, so were we. Luckily, after a little bit of scraggling around in the virtual dust, we found out. And it's not good news. Can you believe it – they nicked everything from a trendy French graphic artist? Here to provide the damning evidence is SAM HICKMAN.

Yep, everyone has to get their inspiration from somewhere, even the world's top game programmers. And there's been plenty of times in the past where concepts have been directly responsible for the films, depending on how you look at it, for a game universe, but Jean Andreessen's inspiration is slightly more subtle than a direct comic-book connection. Their inspiration comes from Jean Giraud, the artist behind the *Mohican* series of comic books. Now, unless you're a comic fan, it's probable that you will never have heard of Jean at all. But you might have noticed some of his work in films such as *The Abyss*, *Alien*, *Blade Runner* and *Dune*. He helped out with some of the set designs. See the link now between these films and the sweeping (or claustrophobic) landscapes seen in the latest *Panzer*?

Having Tom Anderson's influence goes a little further than what we've got to go of his books, words, the story revolves around a mystical computer physicist who's nervous to save the world. You don't have to look too closely to discover the striking similarities between this and the designs in *Panzer Dragoon 2*.



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BUT THERE'S NO WORDS!

Alan Grant, or as he is known by comic fans across the world, Moebius, is regarded as something of a god in his home country, France. Early in his career, the young artist went into his subconscious to a place he has since called "the balance" and dragged out the Max of Arrach, a warrior who rides across a desolate hazy landscape on a creature robotic pterodactyl. This warrior is on a quest. Quite what it is he is searching for is not made clear, but it seems to have something to do with women in various states of undress, ferocious monsters and vast pillaging armies. Moebius says he created the character in a dream state and this quality was passed on to the comic strip, which has no story in the normal sense of the word and carries no dialogue. But the setting is so evocative and the strip itself so well drawn that users take it all like a plot no longer matter.

With Arrach, Moebius revolutionized the comic book as much as the creation of Superman did in the 1930s. Always in pursuit of a more adult audience in Europe, Moebius showed that comics could be as powerful and flexible as any other art form, and it hasn't yet been limited to male-headed men in flight whose only reply to the complex problems of the world is a punch in the face. The comic he helped establish in France, Metal Hurlant was the blueprint for the very successful Heavy Metal magazine in the US and even British comics like *2000 AD* owe some of their quality character to Moebius.



If you want to get out and top some of Moebius's creations, remember that they're designed for an ADULT audience. No, this means there's quite a lot of violence (actually there's blood), sexuality and plenty of jokes about going to the toilet. Please don't blame us if you're offended by this. Thank you.



DIDN'T HE DUNE WELL?

It is not only comics that have come under Moebius' influence. Film, always a favourite from comics, has benefited from the man's extraordinary imagination.

Moebius was employed in the first design issues of Dune before the project was temporarily shelved. Some years, a colleague from his Dune days, Dan O'Connell was casting down on Moebius' work, which he was then, O'Connell wrote a comic script which Moebius drew, called The Long Tomorrow. Some time after O'Connell wrote a screenplay for a classic sci-fi film that looks a striking resemblance to that comic. It is called Blade Runner. Moebius' ink for design and attention to detail has been put to good use on many other films since then. Although he was on the design team for *Alien*, he was instrumental in the design of the Neotoma crew's DNA suits.

It's pretty obvious then why Titan Andremond's borrowed so much imagery from Moebius' comics. His characters, vehicles, buildings and landscapes are good enough for films, so why not games too? Moebius' images slot very easily into a game because there's an art rules for creation as such - you can create whatever landscape you want with as many mythical creatures as you like - in fact, the usual rule is the more the better. Plus, you'd have to search very hard to find other comics filled with forests of floating crystals through which schools of whales effortlessly glide or a vast temple in the middle of an arid desert which is filled with naked green entities - these are exactly the kinds of scenes which are becoming ever more common in next generation games.

HERE'S LOOKING AT YOU...



Here's the original character's face in Moebius' Arrach book...



...How compare it to the more serene-friendly Titan Andremond's creation?

SCALE-A-RAMA!



Arrach appears in many forms in the original comic book...



...but the dragon in *Factor Dragon 2* is on the same of the way through the game!

IT'S ALIVE!



Moebius also created stunning landscape landscapes, which his artists were based around.



The influence is clear in Titan Andremond's level backgrounds and landscapes.



In one of Moebius' strips, a huge insect is featured, making it prey on a warrior...



We can see the influence in level 2's boss, a scary-looking insect with a glowing orb on its head.



EEK! A SPIDER



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SEGA SATURN

Review Index

"You're going home in a Sat-urn amb-ul-ance". Oh yes, you'll be wearing concrete boots at the bottom of the river. With a Chelsea exile. You want some Eh Eh.

Ahem. Sorry about that. But we've been playing loads of football this month and it's made us come over all funny. In fact, it's out in review of the month. There's loads more too, among them the near-legendary Panzer Dragoon Zwei. So, come on then Saturn fans! Let's 'ave it!

EURO '96	66
DEFCON 5	68
PANZER DRAGON ZWEI	70
THE HORDE	72
DARKSTALKERS	76
REVOLUTION X	78
ALONE IN THE DARK	80



BY	SEGA
PRICE	£44.99
STYLE	SPORTS SIMULATION
RELEASE	MAY



With Euro '96 only a month or so away and anticipation beginning to build, the release of Euro '96 is timed just about perfectly. While the in-game shots may make this look like a more or less straight conversion of Actua Soccer, it is more like "Super" Actua Soccer. It comes with a complete overhaul in the design department to make it look the part for the European championship — lots of blue and white, Euro '96 logo and the rather nice GoalHunt mascot. More than this though, Euro '96 features all of the football grounds in the championship, each in exact proportion and looking characteristically old school with the crowd leaning out right on to the pitch.

Other additions include different teams accommodating all of those playing in the European championship, as well as a number that all the International sales present in Actua Soccer will be included in a cheat. [Watch the space!] But the touches I liked most were the 16 file ones: more styles of goal celebrations taking in the extravagance of some of our more flamboyant European neighbours, crowd chants that are actually relevant to the teams playing, square line ups that are incredibly up to date, more set plays — basically all the things that go into making football the unique extravaganza it is.

Naturally there are plenty of stats to peruse and fortunately they're not just stuck in to make you think the games more in depth than they are, but actually have a bearing on how any one team or player performs. It's this kind of perfectionism that makes Euro '96 stand above its competitors. Perhaps the best example of this is the way that the markers beneath a player's feet work

England, Scotland, France, Germany, Italy, Spain, Denmark, Bulgaria, Romania, Russia, Switzerland, Holland, Portugal, Turkey, Czech Republic, Croatia. What do they have in common? Euro '96 of course!



If the triangle starts to fade you're in shooting range, if it changes to a square then there are players in the box ready to accept a cross and so on. This manages to give a match greater coherence enabling you to weigh up exactly what your options are at any given time.

The game's logic is superb. Should you choose to play as a class or do you can expect players to read the game better. If you're playing the ball through a gap in the defence for example, one of the team will be ready to pick the ball up. If you've playing with a crap side you often won't pull it off; it means you have to rethink your strategy and play to the team's strengths, just as it is in blessed real life.

To top things off Euro '96 features the loveliest graphics and most dynamic animation of any footy game on the Saturn. The players express those sudden bursts of speed, the cheeky one two's and arrogant free kicks with all the panache of their living breathing counterparts. The attention to detail here means that moments of genius are all the more spectacular and you can of course savor them with the help of the replay facility. Add the Impeccable Barry Davies and what you've got is without doubt the finest football sim on the Saturn and a worthy accompaniment to the great European championship itself. Play ball!

ROB



Lots of evolution outside the 11 yard box in this clash between Romania and France. The great Neal plays for Romania.



Euro '96



TEAM SET-UP



THE BEST FOOTY SIM YET TO BE RELEASED ON THE SATURN, AND A GREAT WAY TO GET IN THE MOOD FOR EURO '96 ITSELF. FOR FOOTY FANS IT'S A SCORE FOR SURE.

The best footy sim yet on the Saturn, and a great way to get in the mood for Euro '96 itself. For footy fans it's a score for sure.

graphics	94
sound	95
playability	92
instability	94

overall

94%

Move - the England line up. No La Troter and no Fowler. That's a decision for you ab.



If you upped your system a bit these players would well be the real thing, although the pitch is perhaps a little better kept than those you'll see for real.



BY	GT INTERACTIVE
PRICE	£39.99
STYLE	SHOOT 'EM UP
RELEASE	OCT NOV

It's not much fun living in **outer space**. In addition to **"toilet problems** and having to exist entirely on a diet of **shrivelled mung beans**, there's always the (remote) threat of an **alien invasion**. What's a poor **space cadet** to do?

Great! The brilliant thing about *Doom* is that while they're never as good as the original, at least they attempt to provide some damned good alien-pumping action.

Well, that's the theory anyway. However, there's always at least one company that's prepared to take things a little further than necessary. You know, expand on the game and all that.

Which of course is the reason why developer Millennium has decided to add to an already excitingly full game by incorporating strategy and management elements to this blastfurnace.

What this essentially means is that instead of spang around in cool factories and the likes, killing everything there's a chance to flick a few switches, discover secret rooms and locate essential software packages. What's even better is that in theory this doesn't seem like a bad idea at all - in fact if used properly it could make an already playable game loads more fun. Probably.

Sadly *Demon 5* is a real mishmash of half-baked ideas that to be honest aren't very good at the first place. The basic aim of the adventure is to set up the defence system on MIP-66 single to nobody. This inevitably involves travelling to the remote areas of the colony and downloading software into the systems in addition to assigning defence tasks to devices who will (hopefully) help when the colony is under

attack from large robot things. As a result, a large proportion of playing time is spent traipsing (by land) from one location to another in the hope of uncovering a top new system or even better, but more rare actually getting to shoot something.

And so it goes on. And on. And on. As you can imagine, all this to-ing and fro-ing becomes extremely tedious after just a very short time, especially as nothing seems to happen on the way to a location. The play environments are really dull too - just single back drops with a few pieces of furniture or the odd crate strewn around. Plus, once you get outside of the actual ship and into one of the tunnels, you'll find that the graphics are embarrassingly poor by the Saturn's standard.

To add to all this confusion, there's hardly a dot of education as to what you're actually supposed to be doing at any one time. In fact, on the first play I thought that I was the one in the wrong - that I had to read the instructions properly or something. But no, *Demon 5* really is designed to be completely irritating and tedious, and you really do have to wait about for hours until your eyes go all funny and you begin to feel fazed sick. By the way, at this point it's still unlikely that you will have completed the game's first task - finding the control room for

your mission briefing. With the game structure remaining the same throughout most of the adventure, it's hard to understand exactly why there are so many corners of nothingness and so few adrenaline-inducing moments to hack to pieces. Also evident is the fact that there are too many elements thrown into the mix here for any to stand out on their own -

the result is that there's too many weak parts to the gameplay for there to be any fluid action. Most of the time is spent frantically fiddling about one area of the complex to another in a hopeless search for one piddly clearance card after which you'll become completely lost in a corridor which seems stunningly similar to the other hundred or so corridors in the game.

If you're looking for a good "hack 'em up" to plug the gap until *Doom* arrives, then sorry to disappoint you, but this just isn't it. This isn't even a poor job off of *Doom*. It's something worse because it's attempting to be clever, and the end result has all gone horribly wrong. Avoid unless you're the type who enjoys putting together 1000 piece jigsaws instead of going out on a Saturday night.

SAM NICKMAN



Looks nice, doesn't it? Well, you'd better get used to it, because this is what the game looks like for around 90% of the time you're playing it. At first you'll think it's something you did wrong, but then you'll realise that it's actually supposed to be like this. That's when you start to lose your temper.



She may look a bit serious, but listen to her - she gives out really good advice. And not just about games either. If you're lucky she might help out with your personal life too. If you have a personal life, that is.



5 DEFCON



One of the monsters that appears not very often: Before us, this is the absolute highlight of the game. Yes, it doesn't get much better than this.



Choose which events you want, then assign them to certain tasks. It's just like having a real job.



This screen keeps you up to date with the progress of your deeds. Not that they ever need to watch of course. But it is nice to have a look now and then anyway.

A dull title that's both difficult to get into and badly structured. Hack 'em up fans should hold out for Doom.

graphics	79	overall	67%
sound	74		
playability	62		
lastability	68		

BY	SEGA
PRICE	49.95
STYLE	SHOOTING
RELEASE	TBA



Here it is! At last! The sequel to the shoot 'em up that set new standards in the genre. But after all the **hype and hype** has died down, is this really as good as everyone seems to think it is? **Oh yes. Oh yes indeed!**

I

t feels like it's been a long time in coming, but now at last we can put all our impatience behind us and get on with enjoying this remarkable sequel to what is still a remarkable game. Just as the original

demonstrated the startling capabilities of the Saturn, so Panzer Dragoon 2 (or Zwei) exploits every aspect of 32 bit technology. The 3D action is impeccable and has the effect of gradually immersing you in the serene forests, lofty clouds and dense tunnels that form parts of this surreal world. The attention to graphical detail and the grace of the animation are truly stunning, and this is not something simply reserved for your dragon and the bosses, but everything. Each design, from the smallest spire upwards to the interactive backgrounds receives painstaking care in its conception. The meticulous and original way in which enemies conduct their attacks — splitting into smaller forms, darting at you from all directions, screaming over a mountain ridge — leaves you gasping with admiration. You'd almost feel guilty about sending them all up in flames if it wasn't for the epic explosions and dramatic crashes.

But a game, as we know cannot survive on looks alone. Is it that this sequel is nothing more than a cosmetic update of the original? No, not at all. There are a variety of factors that make this a further step in the Panzer series, not least the fact that the game evolves according to your own skill: developing the defenses of the weaker players and the attack skills of the more competent. What's more, to inject a little extra excitement in Panzer Dragoon 2 the game does not simply feature enemies attacking from all sides as they did in its predecessor: it uses them approach from above and beneath you as well.

Another new addition to the sequel is the concept of route points. While you could choose from routes in the original, there was neither as many to choose from or the same system whereby you earn a specific amount of points according to the route you take.

In terms of overall playability Panzer Dragoon 2 is just about faultless. It moves a little faster than the original, yet retains the accessible and addictive qualities that made it such a successful shoot 'em up. In fact, I'm hard pushed to level a criticism against this game: but in the interests of the easily unsatisfied, I will say that I felt the disparity between the difficulty of the bosses and the rest of the enemies within an episode occasionally frustrating. What it meant in practical terms was that moving through an episode was relatively pain killing until the boss locked up a steam. But like I say this criticism is one that's hard pushed: appearing as it is, a game where the attention to every detail makes it a wholly satisfying experience and a testament to the potential of 32 bit gaming technology. And yes — you must buy it.



This is the boss in Episode 5. As you progress through the levels the bosses get increasingly difficult to get the better of. Make sure you've got some power in your laser special!



Shoot this brother enough times and it explodes.



Above and left are the bosses in Episodes 2 and 4. And they are hard hard.

Panzer Dragoon 2



Attack the padlocks on the side of the giant ship and they will collapse and break off.



You'll be glad to hear that this huge structure stands at the end of Episode 1 (don't expect you to combat it). Instead it asks if you'd care to join it for a cup of tea and Chelsea tea.



This is your baby dragon. There are two things you can do when you discover it: either trade it as your own and build up an inseparable bond, or cook it in a delicate white wine sauce.



Panzer Dragoon 2 is filled from beginning to end with normal dragons, all very beautiful, but each of them more deadly than the last!

A truly mesmerising game that builds on the achievements of its predecessor. Both beautiful and tough, this belongs up there with VFX and Sega Rally as the standard-bearer for its genre.

graphics	96	overall
sound	95	
playability	95	
longevity	92	
		95%

BY	DMG
PRICE	£79.95
STYLE	STRATEGY/WACKY FANTASY
RELEASE	TBA

Avoid the wrath of the evil chancellor. Build up your own hamlet in a variety of inhospitable lands. Mysteriously track away at large and maniacally glibral mutants. Talk to cows. Ah, this must be the Hamlet. As you may have gathered, this is a rather strange game and no mistake, but before I continue, here's a brief goddam history: The Hamlet was originally released on the PC and 3DO, and carried a niche for itself with some decidedly weird and wonderful gameplay. After a couple of years in waiting, I have the joyous task of playing the Saturn version, and commenting whether it still plays as well as it did. So does it, or of course it does, and we have Crystal Dynamics to thank for converting the whole Hamlet experience over look, stick and hamlet. True, DMG have been responsible for some breathtakingly substandard software (such as the travesty that was Titan Ward), but on this occasion, they've scored a real winner, and have created a game that just gets better and better the further you progress.

So what's this Hamlet business all about? Well the action is set in a decidedly Morfy 17th-century medieval environment, where a fat jolly king presides over a court of jovial jesters, glibral peasants and a scheming chancellor. All this is introduced to you in FMV along with rock medieval music and cheap scenery. Some of the humour works and some doesn't. It all depends how much American dialogue you can stand but after this scene setting, you (a young knight called Sir Chansey) are given a set of deeds to a land that the king wishes to make fruitful and bounteous. Then the action moves to the game itself, in which you own a small piece of 3D economic grassland in which a couple of smoothly animated farmers are tending to their crops. You have four years to produce a thriving community and each year is divided into six seasons. In each season you can dig trenches, construct walls and fences, plant trees and spiky pits, create herds of cows and hire guards, all in readiness for the coming of the Horde.

So where does the challenge come in then? Well at the end of every season a number of mysteriously awakened (and bright red) mutants descend from the hills, intent on eating your crops, huts, farmers, trees, cows and almost everything else in the vicinity (of course, to combat this, you take to the streets armed with Grimthwacker and charge into their ranks swinging wildly and calling their attempts to chop. And then the whole process begins again, until your year comes to an end. Then taxes are paid, and you

"Hi, the name's Chansey. Here's my mother. She's a Friesian cow and I love her very much. Here's my sword that the King gave me. It's called Grimthwacker. Now if you'll excuse me, I must toddle off to the Shimto plains and rid it of evil crimson mutants."

can visit the village shops (sic) to stock up on more exciting (and magical) items before continuing in your cultivation quest.

So what marks this game out for being something special? Well the graphics move brilliantly and are complemented by the sound effects, which are both genuinely humorous and add greatly to the overall appearance of the game without turning it into some wacky tragedy. Secondly there's the variety. After you've encountered the first gibbering mutants (different strains of Horde appear to cause you grief) there's the first hop-pig mutant, the slow troll (that packs a wild punch) storage looted hybrids and even a magician with fire ball spells. However, in the Chansey army, there are weapon power-ups (such as a swinging mace) and actual hirelings such as guards and bowmen (complete with their own phrases of encouragement

when you choose to place them). Later still you can afford magical defences

and even a jet dragon that can torch the entire continent with goutts of supernatural fire! Finally once you've raised enough revenue, you can move into more inhospitable territories (such as swamps, deserts and even arctic tundras). From here your quest becomes a bleak struggle of strategy coupled with intense bouts of sword swinging. Add this already gritty

comprehensive gameplay with a sprinkling of random events (such as meteor storms and the loss of tax collectors) and you have a truly outstanding

strategy game with just the right blend of satirical humour and one that rewards the cunning with a perfect difficulty level and learning curve. The further you progress the more fun you'll have and although it's not instantly accessible (and features some dodgy FMV attempts at humour) the actual gameplay is pretty flawless. And of course, it has one more important feature: it is actually FUN to play (not off to Crystal Dynamics and a thorough recommendation from me.

DAVID ROBBISON



Watch your step, Chansey! This is the lidded troll hunting, and it packs a mean punch!



THE HORDE

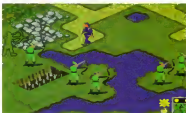


Don't Mess! This is the evil Vassel from last week's *Chaoskin*. His heart and honesty aren't in particular made a particularly silly character!



Chancey arrives just in time to rescue the felled cow from the advancing horde (above), whilst setting up a defensive shield (top).

Chancey is known to be fond of cows, and as you can see, all his heart has been well-served from *BSX*, and this makes them particularly susceptible to herding attacks (above). Also note the weird herding (left).



"How shall you?" Yes, here's where you purchase your contingent of 'hard men' as well as more mystical items of help.



Splish! Is not wanted, Chancey takes a fair-sized portion out of a herding, resulting in a massive balloon explosion.

A new and novel twist to the strategy genre, with a sizeable dollop of action as well. Despite the cut-scenes being a tad too 'American', the gameplay is great and the enemies are fabulous. Buy it.

graphics	86	overall
sound	92	
playability	91	
testability	89	
		90%

CHECKPOINT 3

IT HAPPENS AGAIN. LAST MONTHS LEADERS ARE ALL BUT DESTROYED BY SCORCHING NEW TIMES!

Unbeatable Only Been Getting Started? From last month's inner front, now in fourth place with a new time that's crushed eight records all the rest of us. Much of the change in times is to do with how the rules have changed (no maximum wall, no avoid need for speed, put their feet on the gas and go for 3.14 instead of 3.14159). Another from Down with an amazing 0.57-0.58. And time there's only two records left to better it. Hope you're not cheating, Alamy boy! Remember, all it takes to reach a second place is taking those bends as recklessly as possible and look forward to some more sleepless nights.

TIME ATTACK RULES

The rules should now be clearer than your spring water but if you're still a bit miffed or new to the time attack, here they are again put as simply as possible. Ok, you must play in Championship mode. No Arcade mode, no Time Attack mode but CHAMPIONSHIP MODE. You can use a rolling start at your best time which means of the three laps your second or third will inevitably be better. You are free to use the Hyper Car cheat (hold X and press C to choose a car on the select screen and your car will automatically be set to hyper car mode) and use any car you like including the Stratos. You must play the Desert track, the Forest track and the Mountain track CONSECUTIVELY which means while you can select three laps for each of them they must be played one after the other.

We will want video evidence to support your boasts, but DO NOT SEND YOUR VIDEOS IN NOW! If you are among the fastest we will contact you and ask you to put your video tape where your mouth is. So, that's all clear then.

Ok readers, send your scappy times to SEGA RALLY TIME ATTACK COMPETITION, SEGA SATURN MAGAZINE, POKKY COURT, 30-31 HARRISON LANE, LONDON, EC1A 1JL.

Good luck and keep that foot to the floor!

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TIME ATTACK TOP TEN!

1.	John Aflouk, Essex	2:58.54
2.	Philip J. Hogg, Dyfed	2:58.90
3.	James Brightman, Isle of Man	2:59.87
4.	Dean Crabborn, Dorset	3:00.30
5.	Holl Rogers, Gs, Devon	3:00.29
6.	Paul Halloway, Exwick	3:00.07
7.	Ronaldo Veltano, Glenelg	3:02.21
8.	Dean Lary, Ashbourne	3:02.77
9.	Wain Heath, Mansfield	3:03.81
10.	Umberto Maffei, Plassmoor	3:03.81



BY	CAPCOM
DEVELOPER	ETEA
STUDIO	TECHTONE
RELEASE	MAT

Capcom have been busy little beavers recently, up to all kinds of tricks converting all their latest arcade beat 'em up to the home formats. You can smell the first-class buret programming fingers in Capcom's Hive from here. Anyway, after scoring palpable hits with their last two releases, namely X-Men: Children of the Atom and the not-so-very-released Streetfighter Zero (or Alpha as it'll be called over here) it's time for their speedy Dairystalkers to hit the shelves.

Connoisseurs, as you may have noticed a one-on-one fighting game which stars a whole gang of scary monsters. We did a Showcase on it a little while back, which eagle-eyed readers may remember. If you're some kind of fanatical fan and didn't buy that issue, well first we'll come a peek on your first born, but I suppose we'd better have a recap of the basic points of the game. Just you hold up everyone else who knows what we're talking about, you selfish grrr.

Vampire Hunter is its distinctive chunky cartoon style, represents the violent adventures of a gaggle of monsters and those who hunt them (which is why there's a robot in the mix). Each one has an array of different powered punches and kicks, plus loads of special moves. So far, so Streetfighter. But that's not all - there are also extra special (never looking) moves which players can only perform once they've filled up a special second energy bar by performing their normal specials and hitting their foe. Yes, like in X-Men or Alpha, but there's all kinds of other intriguing, weird of which has admittedly featured in other Capcom titles such as projectile-deflecting capabilities (chain combos,

Horror, ectoplasm, undeath, lycanthropes and small children all make an appearance in Capcom's latest Saturn beat 'em up. Or should that be their latest Satan beat 'em up?

and Dragon Punches.

Mind you the supers are about as mad as you'll find, most of them commandeering the whole screen space for a massively choreographed attack (entertaining (and occasionally amusing) though these are you can't help thinking they dominate the game somewhat, like a lot of the rest of the moves are just included to help build up the monster energy required to pull off the more impressive finishes).

But that's being a little underhanded. Many arcade players rate Vampire Hunter above even Streetfighter Alpha for play value, and whilst I can't agree personally there's certainly plenty of japes to be had - and the selection of massively differing characters means there's a favourite in the waiting for every player.

If you're already a VHF fan there's nothing in this conversion to disappoint you, it's practically arcade perfect (way better than the PlayLabcom's lacklustre port of the prequel) especially when you're using the same character-fighting mode which allows extra frames of attack, making things all the more impressive and demonstrating a lot of processing power.

You may think these Capcom beat 'em ups is too many, but Dairystalkers certainly has enough to separate it from the other two. Over the topness of the tone, the weird moves and the general ridiculous tone make it more Carry On Screaming than Nosferatu, and there's still a good level of combat action pleasure on offer. I'm not sure it's quite as good a game as Alpha or X-Men, but it's definitely smart fun and one of the best conversions I've ever seen! Nice one, Capcom! (Eds)



There's no wonder of religious Super moves like this, some with incredibly elaborate setups. Well, a worm-type thing appears under your feet, renders them, turns into a bug and eats their head out, whereby it transforms into the basketball pot for a dunk. There





...and a special mode for lesser players.



The animation in *Darkstalkers* is superb, especially with the same two of the same characters fighting — a special mode that allows more frames of animation!

Vampire Hunter

Darkstalkers revenge



Each of the characters has a pretty specific fighting style of their own. Gal Gai is one of the hardest to master, but once you've got the hang of her rather exotic moves she's one of the toughest fighters.

Not the greatest of fighting games, but very nearly, especially if you've a taste for evil. Screen, Dracula, scream!

graphics	85	overall	91%
sound	82		
playability	92		
reusability	90		



BY	ARCAHAM
PRICE	£24
STYLE	SHOOTING
RELEASE	£24

The idea behind *Revolution X* is an *Ace Attorney*. Why you'd want to save *Ace Attorney* is another matter entirely. Maybe you're under the delusion that the lyrics to 'Dust' looks like a lady hold the secret meaning of the universe.

Then again, maybe you're just sad.

Whatever the reason, it's with this dubious premise that *Revolution X* kicks off. It's an *Operation* style shoot 'em up skimming the 3D graphics of *Virtua Cop* in favour of the conventional 2D approach. The result is one of the worst games yet to appear on the Saturn, limping helplessly past the likes of *Johnny Sledge* and *Tekken Wars* to redefine the boundaries of rubbish.

But first things first. You're no doubt still pondering why it is that *Ace Attorney* await your rescue. The fact of the matter is that they've been kidnapped by 'The New Order' and are being held separately at various locations around the globe. Your task involves not only overcoming this enemy force, but finding the whereabouts of top previous-band members, such as *Link* who collects the use of a reliable machine gun and some specially lethal CD's.

The shooting first begins in a helicopter and here, then as it's comically retitled 'Your first task is to get into the gig where *Ace Attorney* are playing. Once there you witness their kidnapping and are informed by Steve Tyler, the lead singer, that the fate of *Generation X* depends entirely on you. You are thus handed the keys to a Lamingtons and given a choice of destinations. Should you feel generously inclined to continue, each of the three destinations on offer must be completed if *Ace Attorney* are to be saved and *Generation X* liberated from the dark forces of the New Order.

Other than learning from the lies of *Virtua Cop* that part of the fun in shooting games is to do with suspense (enemies appearing from behind cars, bursting through doors etc.). *Revolution X* simply piles out all your foes indiscriminately, inviting you to mow them down in precisely the same fashion. If you've got a joystick with auto fire you can probably leave the machine to it and go and make yourself a cup of tea or something, just popping back now and then to see how many more vulgarly painted sprites have been wiped out.

It was perhaps a smacking suspicion that this was the case that led the programmers to make the bosses so mind numbingly laborious to beat. It's not that they're particularly tough or cunning, they just seem to have limitless energy. If they actually had a power bar, they'd probably run it low all the way down the screen.

So forget it. Switch on the auto fire and go wack part four or something, anything, just so long as it's not *Revolution X*.

Rock stars and video games. **A match made in heaven** or a lame publicity stunt? The involvement of **trendy bands** with games like *WipeOut* and *Loaded* might make you think the former. But **Revolution X** will most definitely make you think the later. Prepare the bargain bucket!



Above and left we see the fun too. In watching about a *Mafia* (and watching), destroy it if you can be bothered.



REVOLUTION X



There are points in the game where you will be given a choice of direction. Simply shoot where you want to go. If you can be bothered.



This is Aerosmith's take on what of a car: in it you'll find a variety of mission objectives as dictated by the lead members. Choose if you can be bothered.



Here is the layer to Club 2 where Aerosmith play their gigs. There are a few babes in cages here who you might try and free. If you can be bothered. Oh, and a spelling mistake meant that the 'V' was left off the word by the way.



This helicopter is the first of the losses you'll face. By the time you've beaten it you'll have an enormous head.



An incredibly bland and monotonous game matched only by the blandness and monotony of the band that endorses it. Virtua Cop has it not.

graphics	47
sound	50
playability	46
testability	42

overall

44%

DEVELOPER	INFOGRAAMES
PRICE	£20
STYLE	RPG
RELEASE	1998

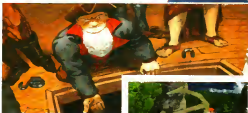
After the success of the *Alone in the Dark* series on the PC, Infogrames have made the bold step of releasing the sequel, *Alone in the Dark 2: Jack's Back*, on the Saturn. But courage is blind at times you know.



Are you one of those people who, after switching off the light when you go to bed, have to rush back across the room and cive under the duvet as fast as possible? Then you're probably afraid of the dark. Are you one of those people who only really feels comfortable in the company of others? Then you're probably afraid of being alone. So, for a scenario such as yours it being alone in the dark must be quite a trial on the ol' nerves.

One profession you'll be keen to avoid then is Private Detective—a profession that involves an inordinate amount of time spent down dark here by lit corridors with only one off and a pack of cigarettes for comfort. And besides if you're the kind of nobby who's afraid of being alone in the dark you've no business getting involved in the kind of situation that has a habit of inflicting violence to the job description.

But all this is drifting from the point somewhat, which is that *Alone in the Dark 2: Jack's Back* invites you in the role of a detective, Edward Conroy, wandering around a dark mansion all on your own power. Your objectives are two fold: the rescue of a small girl and the apprehension of her kidnapper the enigmatic Jack. Things soon get more complicated though, in what is a well worked plot mixing the fantasy and myth of ghosts with a bodiegingging 1920s America to create a sort of Gothic noir. The setting does much to enhance this, combining the smoky passageways, secret rooms and gangster types with an 18th century

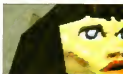


galleon ship and a few supernatural mysteries.

Unfortunately this original's last on the RPG is about as good as things get in *Alone in the Dark*. The graphics are nothing to write home about and while you can appreciate the effort that's gone into giving everything that period look, the lack of refinement leaves it looking a bit flat. Likewise the animation which sees Eddie moving about in staccato fashion, occasionally stopping to pick up a clue or fire his tommy gun with all the chance of a carefree cut-out. This might be forgivable were it not for the manner in which it interferes with the gameplay. Shooting enemies is one of the most difficult things to do simply because getting the right aim is so difficult to judge. While the blocky movement of the sprites is primarily at fault, some of the blame should also be placed on the awkward way the game cuts from one angle to another. If you were simply watching this you might think it's all quite impressive and cinematic but the reality is it makes it very frustrating to play, especially as there's often slowdown to the same cuts to lead up the action from a different angle, to make things worse your foes have a habit of firing continually so if you don't get a hit in first you probably won't get one in at all. It's something of an irony that all of the cinematic qualities of the game go to being about its ruin, occurring as they do at the expense of the gameplay and game logic.



Oh, see watch out for that cabin.



BOB BRIGHT



TIPS

The mighty X-men have landed! This astounding beat 'em up is an absolute corker of a game, and shows that Capcom are the undisputed kings of the 2D fighting genre. We've been playing X-Men Children of the Atom non-stop here at SEGA SATURN MAGAZINE, and during our one-on-one fistcuff marathons we've uncovered every move for the entire cast, and a few others besides! Stepping into a tight lycra bodysuit and unleashing his own special powers is DAVID HODGSON, who's ready and able to dish out information on each and every character.

WOLVERINE

The gruff and thimblef Logan is a lone hunter with a particular penchant for razor sharp claws. Once a CIA operative, he was chosen as part of a secret government Weapon X programme where he was fitted with an adamantium endo-skeleton and erased all of his former memories. Mentally unstable and with bouts of killing to rival Magneto himself, Logan's already keen mutant abilities (from feral martial arts to a skill of regeneration) are coupled with the new strength and make him one of the most powerful X-mutants in the entire game. Easy to use and master, Wolverine has a good range of mixed attacks, and his speed makes up for a lack of special manoeuvres.

SPECIAL MOVES	
WHEEL SWAY	Same strength punch and kick together
THUNDER CLIMB	○, ○, ○ + any punch
X-ATTACKS	
DEFENSIVE BARRAGE	○, ○, ○ + all three punches
DEFENSIVE CHARGE	○, ○, ○ + all three punches
DEFENSIVE FACTOR	○, ○, ○ + all three kicks

CYCLOPS

The first ever X-man is Scott Summers: an orphan rescued by Professor X who raised the child and taught him how to control the awesome optic powers he was blessed with from birth. So great was this energy that Scott was forced to don a ruby quartz eye protector to stop inadvertent concussion as his optical powers build up. The heat of the sun causes Scott to store energy which is eventually released in a sunburnt ray of concussive force that can tear through adamantium with ease when fully powered up. Once employed in a one-on-one fight situation Cyclops can demonstrate this power (but also has a great line in martial arts, and his Dragon Punch related Gene Splice is particularly good for knocking foes upwards, after which he can continue his barrage by pressing the punch button again and again).



SPECIAL MOVES	
OPTIC BLAST	○, ○, ○ + any punch
DRIVE SPIN	○, ○, ○ + any punch
X-ATTACKS	
IRIS OPTIC BLAST	○, ○, ○ + all three punches
OPTIC BEAM	○, ○, ○ + all three punches



PSYLOCKE

Elizabeth Braddock (AKA 'Betty') is a mistress of telepathy, and she has used her abilities to pry into the minds of her victims. When she deemed that a combat situation was getting out of hand, she would unleash the full devastating force of her mind and haemorrhage her opponent's brain with her epic mental assault. After her capture at the hands of Mandarin, a strange creature known as Spiral melted her powers into the body of a ninja called Kwannon. Now this lithe and sassy quick heroine commands great presence and in the game she has become another fabulous character to control. Her ability to chain attacks is her greatest strength, as is her dashing ability, which is only matched by her speed. Go Betty, girl!



SPECIAL MOVES	
PSYBLADE SWP	○, ○, ○ + any kick
PSYBLADE	○, ○, ○ + any punch
PSYBLITZ	○, ○, ○ + any punch or kick
X-ATTACKS	
PSYTHREAT	○, ○, ○ + all three punches

ICEMAN

Robert Drake is something of a clown, whose attitude has left the X-men leaders wary of employing him in delicate combat situations. Once engaged in defeating the forces of evil, Iceman always has a remark to end a confrontation with, and it was with some regret that Professor X made Iceman farewell when he left to circumvent an assassination scheme. After this period away, Robert Drake bounced back into the ranks of the X-men and has been invaluable ever since, if only to provide the ice cubes for Gambi's waxy glasses of lemonade. Once engaged in combat, Iceman's flamboyant fighting style starts to flourish, for, as he surely has to rely on his martial arts training, why bother when you can leap an ice boulder or an energy?

SPECIAL MOVES		
WINDMILL	□, ○, ○, ○ + any punch	
ICE BOMBARD	Same strength punch and kick together	
X-ATTACKS		
WIND STORM	□, ○, ○, ○ + all three punches	
ICEFIRE	□, ○, ○, ○ + all three punches	

Do you want to win fast, sir? Then try this rapid assault from Bobby Drake's repertoire (below): This is the dreaded Arctic attack!

Perish! Awful! A blast of pure frozen water stems top's opponent, and you can rise into the belt into the ground or air.



STORM

Storm was previously regarded as a Goddess in a remote African village where the worshippers of the weather to the delight of local farmers. She believed that these powers were channeled through her by spirits, but the Professor convinced her otherwise. Debra Manning (that is her name) moved to X-men headquarters, becoming more adept in her wind-summoning skills whilst leading the X-men to victory in many confrontations. When she is challenged to battle, she uses careful manipulation of wind currents to summon a variety of wind-based attacks, and her 'Typhoon Frenzy' is a case in point. She can also link her lightning Storm as the finish of a combination attack, and for those with skill, she is a deadly and nimble fighter.

SPECIAL MOVES		
TYPHOON	□, ○, ○, ○ + any punch	
LIGHTNING ATTACK	Same strength punch and kick	
FLEW	□, ○, ○, ○ + all three punches	
WIND OF WIND	□, ○, ○, ○ + all three kicks	
X-ATTACKS		
LIGHTNING STORM	□, ○, ○, ○ + all three punches	
RAIL STORM	□, ○, ○, ○ + start	



COLOSSUS

The Russian powerhouse known as Piotr Illyichovich Kopylov begins his life at a farm labourer, but soon there his plough aside when he realised that a mutant power enabled him to transform his body into living steel. Initially summoned by the all-knowing Professor Xavier (along with Storm and Wolverine) to trace the disappearance of the original X-men team, and after handling himself superbly, he was offered a place in the new group, which he accepted, although he has since departed to pursue other matters. Once challenged, the rage of Colossus is legendary as are his throwing abilities which he uses extensively in battle. Although in armoured exo-skeleton form, Colossus can be damaged, but an enemy must be quick and dart through Piotr's huge grabbing hands.

SPECIAL MOVES		
SLAM JIVING	□, ○, ○, ○ + any punch	
POWER TACKLE	□, ○, ○, ○ + any kick	
BOOM PRESS	□ + force punch	
X-ATTACKS		
SUPER DIVE	□, ○, ○, ○ + all three punches	
SUPER ARMOUR	□, ○, ○, ○ + all three punches	



Colossus's Slam jiving move performs one of the swiftest flying charges for which he is famous. BWT



A single photocopier, but one that causes a major amount of hurt to the one faced and enveloped by, Smash That!





OMEGA RED

Omega Red is a sworn enemy of Wolverine, and has spent years engaging the Canadian feral warrior in bouts of intense fist-off action. Omega Red (AKA Arkady Rasavich) was born into a similar genetic experiment as Wolverine, but this one was carried out by the Soviets, and was made of pure carbonadium being welded onto the agent of the East. Unfortunately, a instant death-like state caused Omega Red to fall unconscious unless he is able to feed on an opponent's energy, but this feature can also be broken when he senses Wolverine's presence. Once awakened, Omega Red proves to be a truly fantastic fighter, with an unblockable reach thanks to his coils of brass which can grasp a foe and throw them in any direction. Although not specialising in combination attacks, his Omega Destroyer is sure to win any combination "Game to the Wolverine, and Red boy wins!"

SPECIAL MOVES		
CARBONIUM COILS	□, ○, ○, □ = any punch	
OMEGA STORM	□, ○, ○, □ = any kick	
X-ATTACKS		
OMEGA DESTROYER	□, ○, ○, □ = all three punches	



SILVER SAMURAI

Another arch enemy of Wolverine is Koroachiro Haraoka, the Silver Samurai and head of the Yakuza clan. The Samurai's sobriety was the true love of Wolverine's life until the dead, and her death was only the start of the furious vendetta waged between these two characters. The Silver Samurai obviously has the height advantage over Wolverine, and indeed many of the mutants in this game. Despite his size, he is also remarkably quick and has accompanied a suit for a Samurai warrior. During fights, he can conjure a variety of mutant powers from his sacred sword to form a lightning storm, or even channel power directly into his blades. The Thunder Storm is quite easy to avoid, so it's best to power up the blade and storm into your foe.

SPECIAL MOVES		
YUKIYARI	□, ○, ○, □ = any punch	
THUNDER STORM	right punch	
LEVEL 2 X-ATTACKS		
SLASH	□, ○, ○, □ = any kick	
SHIBURI	□, ○, ○, □ = all three kicks	
YUKI - THUNDER STORM	□, ○, ○, □ = light punch	
YUKI - ICE FURROW	□, ○, ○, □ = middle punch	
YUKI - FLAME STORM	□, ○, ○, □ = fierce punch	
X-ATTACKS		
YUKI-KICK	□, ○, ○, □ = all three punches	
YUKI-THUNDER	□, ○, ○, □ = all three punches	

SPIRAL


Spiral, the strange and evil creature is known by another, equally fear-inspiring name - Kita. Spiral is a creation of Miss, an inter-dimensional being who lives in a world ruled by television. He created Kita and gifted her against the X-men to improve the ratings of his television shows, and to provide some great entertainment at the expense of these super heroes. Spiral was designed to demolish any foe, and with her six arms and numerous moves, she could well do just that. Her blade-wielding skills is legendary, and she can bend the fabric of time to allow her to flit about the screen before delivering any number of supernatural special moves. Her X-attack is also a sight to behold, and although not the character to pick immediately, she soon proves her worth with a huge number of deadly attacks.

SPECIAL MOVES		
SIX ARM SWINGS	□, ○, ○, □, ○, □ = all three punches	
THROW SIX ARM SWINGS	right fierce punch	
SWING TEST	□, ○, ○, □ = any punch	
SIX ARM GRAPPLE	□ = any punch	
LEVEL 2 X-ATTACKS		
SWING EXPLOSION	□, ○, ○, □ = any kick	
SHIBURI	□, ○, ○, □ = any kick	
POWER BLADE	□, ○, ○, □ = light kick	
SPEED DANCE	□, ○, ○, □ = medium kick	
INTERDIMENSIONAL DANCE	□, ○, ○, □ = fierce kick	
SWING DANCE	□, ○, ○, □ = light punch	
TELEPORT DANCE	□, ○, ○, □ = middle punch	
RAPID DANCING	□, ○, ○, □ = fierce punch	
X-ATTACKS		
INTERDIMENSION	□, ○, ○, □ = all three punches then Drive	



SENTINEL

The early X-men activity saw many confrontations with these gigantic robots known as Sentinels and these beings proved to be constantly dispatched to engage the X-men team in a series of dramatic and explosive confrontations. Now these metal beasts are easily terminated, but the Master Mold has a new threat to pose, a specially drunk version of the Sentinel that appears in the game. The lack of tails has led this Sentinel to counter many of the X-abilities with ease, and to retaliate further with a number of ranged attacks that previous models were not equipped with. Once engaged the basic attacks of the Sentinel are just as devastating as the specials, and the ranged attacks make the Sentinel excellent both at range and close in. Use normal attacks more than usual and be wary of the only defect of this model, it has problems blocking low attacks.

SPECIAL MOVES		
BOCKET PUNCH	□, ○, ○, ○ = any punch	
SENTINEL PUNGE	□, ○, ○, ○ = any kick	
FLYING	□, ○, ○, ○ = all three punches	
BODY PRESS	□ = three punch	
X-ATTACKS		
PLASMA STORM	□, ○, ○, ○ = all three punches	



JUGGERNAUT

Cain Marko is the half brother of Professor X, and lay in the shadow of this super being whilst Xavier grew in mental power. Cain waited with growing anger until he seized his chance at awesome powers, which he got from the crimson ruby of Cyttarak. This transformed Cain into a massive lumbering hulk of unstoppable power - he is the Juggernaut! The bludgeoning power of the Juggernaut is really diagonal, and his strength makes him one of the most powerful characters in ANY beat 'em up ever seen! His punching ability sends any opponent flying, and once he's picked up that metal bar, he can hit an enemy from anywhere on the screen. Control the might of the Juggernaut, and you control pure brute terror!

SPECIAL MOVES		
CARTWHEEL	□, ○, ○, ○, ○, ○, ○ = any punch	
ALUMINUM PUNGE	□, ○, ○, ○, ○, ○, ○ = any punch	
CYTTARAK POWER UP	□, ○, ○, ○ = any punch	
MESH BAR PICK-UP	□, ○, + all three punch buttons	
X-ATTACKS		
JUGGERNAUT HEADSMASH	□, ○, ○, ○, ○, ○, ○ = all three punches	



"Baccassant!!! I'm unstoppable!" Juggy smashes his foe away with pure brute energy. Sets his metal bar (bottom right) which can be picked up and swung around!

"Juggernaut charged!" Both Juggy and Akuma (Boss) are selectable characters via a couple of cheats. All the info you need to control these two can be found in our free tips book!



AKUMA

Akuma, the mightiest warrior is the brother of Gouken (AKA Sheng Long), a martial arts instructor who taught Ryu and Ken of Street Fighter fame. This character is known as Gouken (roughly meaning Supreme Demon) in Japan, and has travelled far and wide in search of more powerful foes to dispose of after previous confrontations with human opponents led to their quick death. After killing Gouken in combat Akuma has pursued Ryu across the globe, before leaving him in search of mutants to dispatch. Without any mutant powers, Akuma feels that his martial arts abilities are more than enough to see off any X-men attack, and with the vast array of killing techniques at his disposal, he may just be right!

SPECIAL MOVES		
MIGHTY WAVE FIST	□, ○, ○, ○ = any punch	
MIGHTY SPINNING DRAGON FIST	□, ○, ○, ○ = any punch	
DESTRUCTIVE WAVE FIST	□, ○, ○, ○, ○, ○, ○ = any punch	
DESTRUCTIVE WAVE FIST	Jump, □, ○, ○, ○ = any punch	
TORNADO DESTRUCTIVE FIST	□, ○, ○, ○ = any kick	
DESTRUCTIVE SPINNING KICK	Jump, □, ○, ○, ○ = any kick	
DEMON REVERSE	□, ○, ○, ○, ○, ○, ○ = any punch	
TORNADO DESTRUCTIVE FIST	□, ○, ○, ○ or □, ○, ○, ○ = all 2 punches or kicks	
X-ATTACKS		
DESTRUCTIVE MIGHTY WAVE FIST	□, ○, ○, ○, ○, ○, ○ = any punch	
DESTRUCTIVE SPINNING DRAGON	□, ○, ○, ○, ○, ○ = any punch	



wipeout®

SECRETS PART 2

Last month we brought you the definitive guide for the first three tracks in Wipeout – a beginner's guide if you will. However, there's still three more tracks to go! It's about now that the action begins to hot up, and you'll really need to fine tune your racing skills to survive the upcoming races. Luckily, help is at hand with the second (and final) part of our Wipeout racing guide.

By now, any Wipeout owner will have discovered that achieving first place in this game requires very different driving skills from other racers on the Saturn. Luckily, the first three tracks in the race act as a tutorial for later tracks and prepare you for almost every possible tactic. However, it's on the fourth track that things really begin to get a bit tricky, and if you haven't fine-tuned your skills by now, you may find it tough going from here on.

TRACK 4, NORDERA

This track begins with a soft right hand bend quickly followed by a sharp left. Just before the next right hand sharp bend in the track there's a speedup lane on the left side of the track. After collecting this, get your racing line over to the right hand side of the track to pick up the weapon icon just after the small hill in the bend. You'll now fly under a Sega Saturn sign and will hit a speed up on the right hand side just as the track curves to the left. Tap the air brake as soon as you fly into the bend and you'll hit a speedup grid which will boost you forward in a straight position – then you won't bounce off the wall. Shortly after this, you'll be faced with your first split junction.



The left hand junction offers speed ups, while the right hand offers weapons – the choice is up to you, but if you're already placing fairly highly in the race, you may find the weapon options more useful.

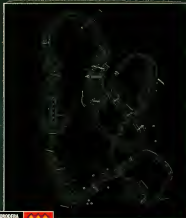
Immediately after the junction section, there's three speedups in the twisty section –

after hitting the third tap the left air brake to straighten your craft out. There's a couple more speedups before the next sharp bend to the left, and if you apply your air brakes correctly before you turn in a left bend, you'll be positioned correctly to pick up two more speedups which boost you out of the bend. After this, there's another three speed ups in a left right-left iteration just before a small hill climb. Pick all of



these up if possible, as they will boost your hill ascent following this. There's three sharp bends in a row, one on the climb, one on the straight and one the third as you descend into a straight. You do not need to use the air brakes here unless you're controlling one of the heavier crafts. Next up is a tunnel section containing both speedups and weapon icons – collect both if possible. Directly after the tunnel is a steady curve – attempt to take off from the centre with the craft re-orienting straight. It's probably best to avoid the speed and weapon icons after the jump, as a good racing line is more important at this point.

There's another hill climb after this section with a steady speed up on the right



TRACK	NORDERA	
LENGTH	5.4 KM	
MOVIE	2:08	
SAVINGS	CARDING IRON	
FEATURES	Large jumps, hill climbs, tight corners and intricate split junctions.	

hand side of the track. The left veers off to the left – with speed ups at the top of the track and on the descent – then on the right hand side. After this is a weapon icon, with another one coming up on the right hand side of the track just after the bend – avoid this if possible as there's a big speed up on the left hand side of the track just after the bend. Now move across to the right hand side of the track to pick up another triple speed bend! There's another weapon icon after this, followed by a set of weapon and speed icons just as you exit the short tunnel. Immediately after this is a double speedup, followed by a weapon icon, followed by another speedup. Pick up all of these. These make a real dash for the finish line.



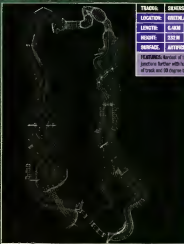
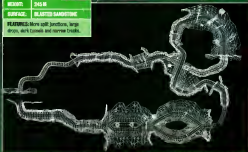
TRACK:	ARRIDOS IV	
LOCATION:	ISA	
LENGTH:	6.04 KM	
MODE:	240 M	
SURFACE:	BLASTED SANDSTONE	

FEATURES: More split junctions, large drops, dark tunnels and narrow tracks.

TRACK 5: ARRIDOS IV

As this track is quite heavy, it's best to try and stay in the middle of the track. As you approach the tunnel section you'll hit a weapon power-up as the course leads to the right, and a speed-up as the left just as you enter the tunnel. When out of the tunnel, aim for the weapon loss and speed up just before the course drops. Once in the drop, press forward as the jumpy to increase the velocity of your craft as it descends. You'll then be faced with a split junction - with a weapon loss on the left and nothing visible on the right. However, as soon as you're into the junctions, there's another speed-up immediately. If you choose the right hand side for both junctions, you'll be awarded with a speed-up at the bottom of the first junction, and a double speed-up on the climb of the second junction, plus one on the left hand side at the top. This is probably the best route to take as you'll receive more speed-ups.

After leaving this section, there's a bend to the right with a double speed-up just as you're into it. Immediately after there's a tunnel section which holds in power-ups, but the power-up to the left, as once the tunnel vanes off, there's speedups on the left hand side. There's then a section with semi-sharp bends to the left and right, and there's various items scattered throughout this section. If you aim for the weapon loss, you'll discover a few double speedups at the same time which will give you an added boost for the finish. Oh, and don't forget the jump just before the finish line!



TRACK:	SILVERSTREAM	
LOCATION:	MIDWINTER	
LENGTH:	6.4 KM	
MODE:	330 M	
SURFACE:	ARTIFICAL CRYSTAL	

FEATURES: Avoid if the air track, take junctions further with huge individual sections of track and 30 degree bends.

TRACK 6: SILVERSTREAM

As soon as you've into the race you'll be faced with a split junction. The best and quickest route to take is the left hand fork. In this section, there's a steep climb towards the right. There's a double weapon and speedup as you descend - use the air brake to avoid collisions once the speedup is obtained.

A sharp bend approaches after this section - use the right hand side.

We continue to stay on line, then try to clear through the next bend without using them at all. After this, there's another bend under the bridge followed by the most deadly bend in the game. To take the bend without crashing, apply the left hand side air brake for a second or two. After this, there's yet another bend followed by a sharp up hill bend as you go under the second bridge. There's a speedup at the start of this track (on the left) and you should use your left hand air brake at the beginning of the climb. There's three speedups on the hill, following a left, right, left formation. On the descent, there's a weapon power-up on the right and a double weapon power-up just before you get to the bottom.

You've now faced with another split junction. Take the left hand side again, and aim for all the speedups in the tunnel section - there's also a double speedup near the end of this section. Use the left air brake here to straighten yourself up.

For the bend, there's two speedups just ahead of this section, and again, the air brake should be used to straighten out the craft. And before the finish aim for the triple speed-up on the right hand side of the straight and use the right hand brake to straighten up for the finish line.



In this, the penultimate edition of the Virtua Fighter Masterclass, we go "in-depth" on a trio of polygon fighters that grace the AM2 masterwork. The characters in question are Kage, Lion and Wolf. A more diverse bunch you're quite unlikely to see. Wolf is the slow, but powerful type, Kage is the unpredictable fighter with a move for every occasion, whilst Lion exemplifies the swift but weak combatant. That leaves just another trio of fighters left, which we'll be examining next month: Pai, Jeffrey and Lau.

KAGE-MARU

The Ninja from Virtua Fighter 1 has returned with a major revamp designed to boost his popularity and his success rate in the fighting arena. Because, and let's face facts here, Kage might have looked spectacular in the first game with his excellent moves and what have you but in terms of fighting competence, he was trounced by the likes of Sonch, Jacky, Lau, Akira... (shall we go on). Being Japanese in origin, it's perhaps not surprising that AM2 have upgraded his skills.

VF2 experts rank Kage as second only to Akira in terms of overall effectiveness, a fact reinforced by the vast range of basic moves at his disposal - added to his (still weak) PPPK combinations we also see a character with a lot of outgoing movements plus range attacks, which are sure to swing feet even the most accomplished of Virtua Fighter masters.

Also of note is the fact that Kage (like Lion) prefers stagger combinations over than fluters. He has no key floating attacks which can dominate the opposition (he certainly has no low-style staccos or Bryant knee attacks to send the foe flying). However, he does have the ten foot less (kicker?) which is perhaps the best floating move of all - if you're quick enough to capitalise on it.

Also of note is Kage's reversal attack. Like Wolf, he is limited to receiving and reversing attacks of only one height (in this case, high), but this is the most popular move height any way. This makes reversing with Kage very similar to using Pai in the first game. Let there be no doubt - in the right hands, Kage is a masterful character with a huge amount of potential...



The ten foot less (kick-?) is great for escaping the combo of your opponent...



One option is to press forward-forward-F+K+K to follow up with this.



A floating or staccato attack for Kage is like Akira's (stronger) side kick.



There's his staggering attack (forward-F) which leaves them wide open...



Finishes off with forward-forward-F for a nice bear hug.



A very simple move is to stagger first then walk or shove, forward-F.



But this follow up with a double combination such as a PPPK etc...



A simple PK can be used followed here.



SEGA SATURN MAGAZINE

Virtua
Fighter 2

Virtua Fighter 2 Masterclass



LION RAFALE

The Puritan Virtue fighter is characterised by being quite weak, but very unpredictable and easy to catch out. This style in itself is something of an advantage that Lion has because learning just his best moves (and there is quite a large range of these) should give you the edge when playing people who aren't too experienced with him. Those who do know the character know that Lion is very susceptible to mid-level attacks.

This is because a large proportion of his most potent techniques hit at the lower level and whilst he is executing these moves, the mid-level attack strikes him at the head. He's also totally defenceless during these moves.

On the final analysis, Lion is just not very powerful and to really score any amount of damage at all, you really need to learn a few combination routines, which allow you to score at least reasonable levels of damage. Lion is the master of the stagger combination - the slide-kick (down-forward+K) is the key to scoring a good hit, which can be followed up with all manner of excellent techniques (up+P is a good example).

Another, quite irritating technique that Lion can use is to mislead good use of his speed. Tapping forward or backward enables Lion to step in and out of range with an attack, enabling him to do it in, hit and then dart out before the opponent can respond. This technique is far more effective in V.F.O. as opposed to 2:1 because you can buffer in back steps, allowing you to escape from the foe with far more velocity than before.

Another aspect to remember with Lion is the Air Move. Pressing down forward or down-back with guard causes him to turn into or out of the screen, something that to dodge attacks and counter strike very quickly. If you're pressed at all regarding Lion's back-stepping skills, take heart from the fact that Lion swings a full 45 degrees around with the Air Move in 2:1 and only 30 in 2:0.



Use the D+K move to float the opponent. It won't be a counter to get height...



Then simply follow up the move with a P move, the result of the P is almost here...



And there, there's the P. A very simple Lion strike to perform.



Oh look! There's that new (forward+K) being used to float an opponent.



The remainder of this combination shows what happens next...



... Lion uses a PP combination on a floating opponent...



... Focusing up!



Here again we're showing the D+K kick being used as a counter...



D+P now performs an upward swipe which concludes the final...



And the move is finished off with the double lower kick.



You can end with his attack, you only did the use D+P move.

Tips

WORMS

To get the Sheep, Mrs Gun and Banana Bombs, go to the weapon select option and move off "Eat". Then press C 7, C 2, C 2, C 2.



Use the chest to get loads of sheep! (Easiest)

STREET FIGHTER ALPHA

These cheats let you play as the three hidden characters. These are all for player one - player two must inverse the controls from left to right. To play as AKUMA - On the Player Select screen, hold the L button and move down to the "1". Now press **□□□□□□** then X+Y simultaneously. To play as M. Bison - On the Player Select screen, hold the L button and move down to the "1". Now press **□□□□□□□** then X+Y simultaneously. To play as DAN - On the Player Select screen, hold the L and R buttons and move down to the "1". Now press Y X A, B Y.



Dan's a bit like Ryu and Ken, only he's a bit madder. He's invincible don't go anywhere.



Akuma's one of the best characters in the game. His secret level 2 super move is amazing!



It's also possible to pose during a fight as any character! Just press the L and R buttons together at any time.



The evil boss who wants to take over the world with Blue Demons is back! M. Bison has got a finisher for the first time!



The Psycho Crusher is one of M. Bison's super moves, and it causes loads of damage if it connects.



To access the secret Dramatic Battle mode with Ryu and Ken fighting a computer controlled M. Bison, first select Arcade mode. On the Player Select screen while still highlighting Ryu and Ken, both players should hold the L button and press Up twice. Now both release the L button and press Up twice again. Now player 1 must press and hold L while player 2 must hold Z until the fight starts. You'll fight on Chun's stage and M. Bison will challenge you straight away.



To get a massive number of hits, get either side of M. Bison and both tap away at the fight push button. This is one of the best features of Street Fighter Alpha, and it adds a bit of locality to the game.

NBA JAM TE.

Choose to start a game, and when the Tonight's Matchup screen appears, press any of these buttons to get special effects:

Giant Body	A and C repeatedly
Giant Heads	B, A, Y, C, repeatedly
Baby Mode	B and C repeatedly
Quick Hands	□□□□, Y
Powerful Defence	□□□□, □, □
Powerful J. Painters	□□□□, □□□□
Maximum Power	□□□□, C, C, □



The giant heads don't make anyone look too bad. If a winner, write the lady mode cheat which speeds the whole game up to Jerry Bruck.

MORTAL KOMBAT 2

To get the secret screen with the cheat switches, press □□□□, A, □□□, B, Y, C when the intro pictures are being displayed.

TITAN WARS

When playing a game, pause and press Right, Down, Down, Left, then press one of these sequences to get many exciting effects:

All weapons and shields	A, □□
Nine Lives	B, □□□, Y
Invisibility	B, □□□□, X
Clanking	□, □, A, □, □□□, A
Death Star Trench	□□□□□
Fade to Black	X, Y, Z, Z, Y
Programmer Heads	C, □, A, Z, Y
House Hunt	Y, A, □□



DARIUS

Go to the Game Start/Options screen and press these buttons to get rapid fire for your ship - Hold X and press Z, C, L, B, □, & L.



Hold the cheat on the screen on the right to get extra rapid fire.

FIFA SOCCER '96

Here are the working versions of the Extended Play cheats. Start a game and pause at any time, then enter the options screen. Enter any of the cheats there to hear a click noise then press C to exit to the pause menu. From there, press A to bring up the cheats screen.

Super Power	Z, A, Z, Z, Z, Z, Z, Z, Z
Super Defence	Z, Z, Z, Z, Z, Z
Super Attack	A, A, A, A, A, Z, B
Super Goals	A, A, A, A, A, Z, Z, Z, Z
Curve Ball	Z, A, B, Z, B, D
Crazy Ball	S, A, Z, B, Z, A, B
Stupid Team	A, Z, B, A, Z, B
Penalty Shoot-Out	A, Z, A, B, A, Z
Invisible Walls	B, S, S, Z, A, A, A, Z
Dream Team	A, A, Z, Z, B, B, A, A



Get to this screen and type in any of these cheats to get the hidden options.

OPTIONS



The best way to play is with invisible walls around the pitch, with the curve ball option on as well. Try scoring a shot at right angles and scoring off the wall to improve your medal.

SEGA RALLY

To play the game without any on-screen clats, hold Down, X, Z and A before the Car Select screen appears and keep them held while you press C to select a car.

OUT NOW

GAME OF THE MONTH

BY	SEGA/PYRAMOS
PRICE	£39.99
RATING	*****

wipEout

Okay, so no one really expected a perfect conversion considering this was designed and produced by Pyramos with the PlayStation specifically in mind – and sadly, these expectations have turned out to be completely true. The Saturn version of *Wipeout* isn't as glossy and smooth and shiny as its PlayStation counterpart. But, comparisons aside what you're left with is still an awesome product in terms of both original ideas and addictive playability.

For those of you who still haven't heard of *Wipeout* it's a sci-fi racer where cars have been replaced by super fast low shells that not only race like demons but are capable of some rather nifty offensive moves. Weapons (the usual array of heat seekers, mines, missiles and shields) can be picked up from the track (a la Mario Kart), leaving you to dispense destruction at your leisure, a highly satisfying task, it has to be said. On top of this there's a choice of four different teams to race for and seven tracks in all, ranging from mildly challenging to unbelievably difficult.

There's no doubt that this is an impressive game, though with all its fancy gimmicks, race purists might prefer the near perfect handling in *Sega Rally*. Also the conversion has left the graphics a little grainy, and some have criticised the sleds as being a bit cumbersome. There's also the disappointing omission of the two player link-up option, meaning that there'll be no all night "winner stays on" sessions on the game, but despite these annoying little faux pas, this is still a top game, if not an essential purchase.



In the future, we like this will become commonplace. Going to the moon will be just like a weekend at Bognor.



It's the best level! And it's damned difficult unless you're really good.



Super smooth graphics and ear-top gameplay – *Wipeout* will please all racing fans!



OUT NOW 

Magic Carpet

BY	BULLFROG
PRICE	£44.99
RATING	★★★★

As the natural evolution takes place in console gaming and we've presented with ever more powerful machines, it's inevitable that purchasers of top of the range consoles are going to be inundated with conversions of games previously only available on more complex systems. Some of these will be a credit to the programmers' intelligence and others mere insults to our own. With Magic Carpet, Bullfrog have set a shining example to others for the advantages of "upgrading" an already existing title.

With a whacking seventy-five worlds to conquer (as opposed to the original 18) and a new spell casting system Magic Carpet proves to be a game of lasting attraction, though you should be warned that early levels may seem unchallenging to the experienced gamer, and that the blast (blat) blast ethic employed in other games of this ilk are not as relevant - here it's strategy and blasting.

So taking to the skies on your personal magic carpet, the idea is that while blasting away the various enemies, you also complete with other wizards in the area in order to restore the world's equilibrium (which basically means that you become a mad diktator in the process). This worthy aim is accomplished by collecting the balls of manna deposited by your deflated foes.

Although these ideas don't sound all that groundbreaking in themselves, it is the sheer playability coupled with above average graphics (not too sure about those "blast" effects though) that make this such a genuinely impressive game.



These skeleton warriors are quite easy to destroy, but they can be a bit annoying.



BY	TRE
PRICE	£39.99
RATING	★★★

GEX



It's a hard going to the moon, but what are these purple blobs doing here?



Biting. He could have been the star in Jurassic Park, Almond.



Once in a while a platform game comes onto the market that makes you sit up and realise what a truly great genre it is. A game that pushes the capability of your machine to the limits, that keeps you up till dawn stating "one more game, just one more game and then I really must get some sleep".

This is not that game.

Our little leard buddy Gex, has lounged once too many times in front of his goggle-box and managed to get himself sucked into the not so wonderful world of TV-dom. Armed only with his whippy tail and sticky reptilian tongue. He then has to roam the weird, wired world searching for special items that will aid his escape from the evil... oh yeah GME! Need we continue? Surely you can guess the rest only too easily.

Call us cadistic, but GEX just makes you want to lean into the TV screen and stick your finger on his tail, just to see if he leaves it where it is, just like the real thing.

To be fair this title does contain some characterful bits that make a classic plot former smooth animation damn fine graphics, ludicrous plot etc. but unfortunately it does not contain the sort of gameplay which sets out the man from the boys (in this case the leards from the hedgehogs). Sorry, but this just isn't the giant reptilian leap forward that everybody (oh, it might nobody, expected it) to be.

OUT NOW

BY	VIRGIN
PRICE	£39.99
RATING	★★★★

With so many golf sims available, it was only a matter of time before somebody tried to do something a little different. And to give this its due credit, different it is, but whether this makes it any good is another question.

Using the same basic game engine as Pebble Beach the publishers have created an interesting opposition between a game with as much traditional, serene history as golf and the helter-skelter, bazooka-buster that has been incorporated into this sim. For example the sight of love running through the middle of Greenligns might cause a stir among the most trenchant of tree-trunkers, but then this is the Devil's Ops, a tournament with a twist if ever there was one.

Overall, it doesn't quite match the playability of Virtual Golf and it's still the most average title from a very average bunch of sims on offer. But should you fancy something different you could do a lot worse than this Spore yet original golf sim.

BY	CODE DESIGN
PRICE	£44.99
RATING	★★★



Starts off really well, but soon becomes dull. Max 1000 Shugs



SHELLSHOCK

Valora Valley Golf



It's tough on the streets, especially when they're teeming with gangs of py-demons hell bent on blasting away anything in their path. Somebody oughta' clean those scum off the streets! And this is your chance to do just that, all from the safety of your very own tank! Sounds fun! Well it is, but how long will the fun last? Not as long as you'd like, unfortunately.

Call it sport, but knowing what the Saturn is capable of, the graphics in ShellShock seem bland and the sound is just about mediocre. Initially, wandering around in a tank seems like a great idea, but after about five levels it becomes well, really dull.

Another technical problem in the less than perfect planning means that some sections of the game (mainly the dialogue exceptions) take too long to access, making for debating levels in the continuity: the bane of a CD console owner's life.

BY	SEGA
PRICE	£39.99
RATING	★★★★

RPGs are unique as far as games go; you either love 'em or hate 'em. But, before your prejudices get the better of you, hold on a minute. Although no-one's really bothered to take RPGs into the next generation as it were, Shining Wisdom still manages to hold up surprisingly well against other 32-bit titles. It owes its halcyon status to several inspired improvements on the old design of the popular Megadrive "shining" series.

Along with the semi-improved graphics that you'd at least expect from a 32-bit game, the title's pace is increased by two main factors. Firstly the dated "sounds" system of combat used in the original games has been replaced with hand-to-hand action. Secondly the text sections are now interactive (well, you can say yes or no to questions) meaning you have more influence on the outcome of the plot.

On the downside the graphics aren't stunning, and more use could have been made of the Saturn's sound capabilities but this isn't trying to dazzle you in the way that "D" might. If you don't like RPGs then this won't change your mind but if you fancy a bit of sword 'n' sorcery jiggery gobery then this could be right up your alley.



Shining Wisdom



Even when you're gathered up the rations, there's something wrong with the process with guarding.

next Month

Blimey. Who knows what we'll have next month! The contents of this month's mag certainly came as a surprise to us. But, fret ye not, we're working on a number of exclusives for next month, including:

ANOTHER TOP SECRET SEGA PROJECT UNVEILED!

Could it be bigger than Nights? Read next month's issue to find out!

DESTRUCTION DERBY

This game's non-appearance is something of a standing joke, but we will have it in some form, review or preview.

PANZER DRAGON 2 SECRETS

We reveal all the essential cheats for this top game!

LOADED

A review is imminent!

PLUS:

3D Lemmings, Discworld, NHL Hockey and Pro Pinball reviewed. More on VFS, tonnes of Saturn conversion news and loads more stuff that even we don't know about yet!

Dear newsie,
I would be ever so grateful if you would reserve me a copy of that SEGA SATURN MAGAZINE thing by EMAP Images. Look, I've filled out this form and everything. Like thanks, chummo.

NAME:

ADDRESS:



NIGHTS

More features on this amazing game revealed!

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TO TEST ALL SOFTWARE

